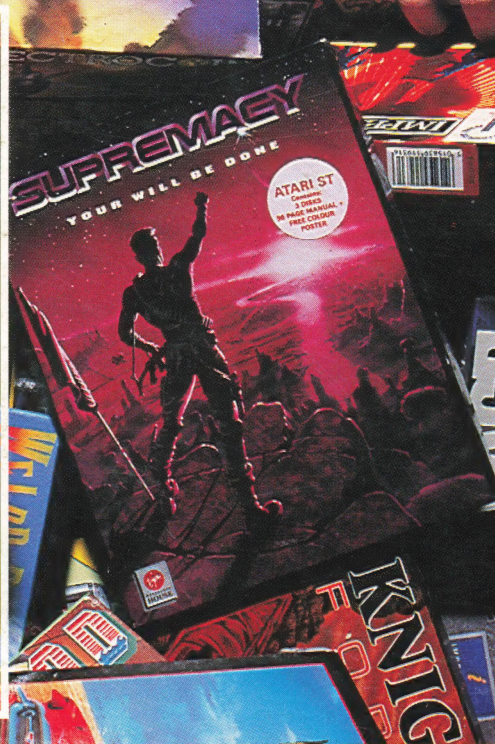


ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

Over 100
games
reviewed
and
previewed

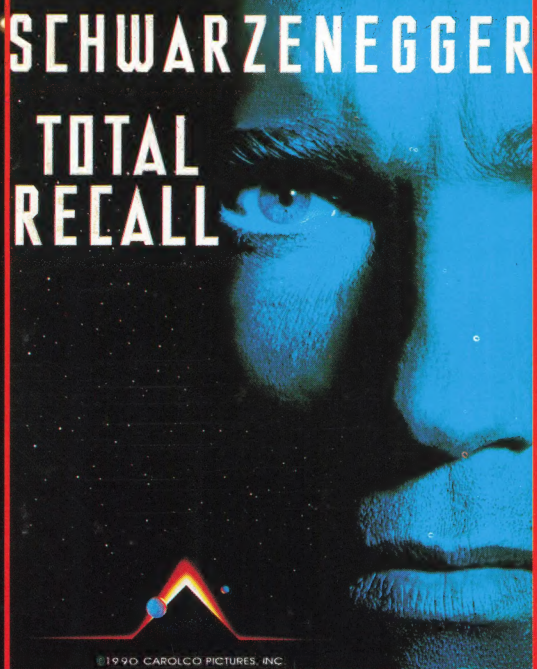
Swamped
by Software



REVIEWED THIS MONTH: CAPTIVE • NINJA REMIX • NITRO
JAMES POND • GOLDEN AXE • TEAM YANKEE • AND MANY, MANY MORE



POWER



As
Doug Quaid
you have been
haunted by recurring
dreams of another life on Mars.
You are drawn to Rekall Incorporated, a unique travel
service specializing in implanting fantasies into the
minds of those who desire to turn their dreams into
reality.

THE EGO TRIP OF A LIFETIME

Experience
the horror as your dreams
turn into hideous nightmares. Suddenly your every
move is monitored by would-be assassins. You
discover the surreal truth -

YOU'RE NOT YOU - YOU'RE ME

You
must travel
to Mars to discover
your true identity - your mission
is now a journey of non-stop action, strange mutants,
futuristic vehicles and a startling array of weaponry all
captured in superbly executed graphics and a game
play that compliments the success of the
year's top movie.

CHASE HQ 2 Special Criminal Investigation.
continuing where CHASE HQ left off.
The Arcade thriller takes you from the bright lights of
Paris to the rugged terrain of th Sahara.
Your mission is to track down,
chase and apprehend
the dangerous
criminals.

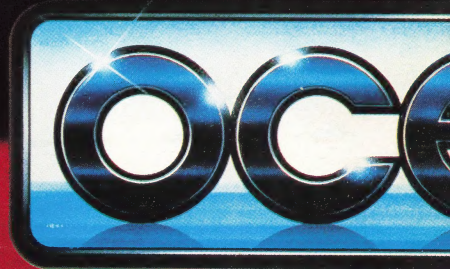


It's FASTER

Explosive power sends
you bulleting through various terrains -
hold the line or plough the fields!

It's TOUGHER

The criminals wield some
heavy hardware - but so do you!
You can shoot but you must dodge their flak...
heavy gunfire, trucks unloading their cargo onto your
bonnet... it's the meanest pursuit game to hit the
micro screen.

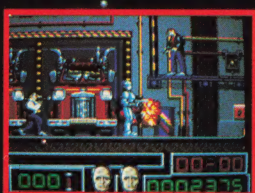


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SURGE

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is

ROBOCOP 2!



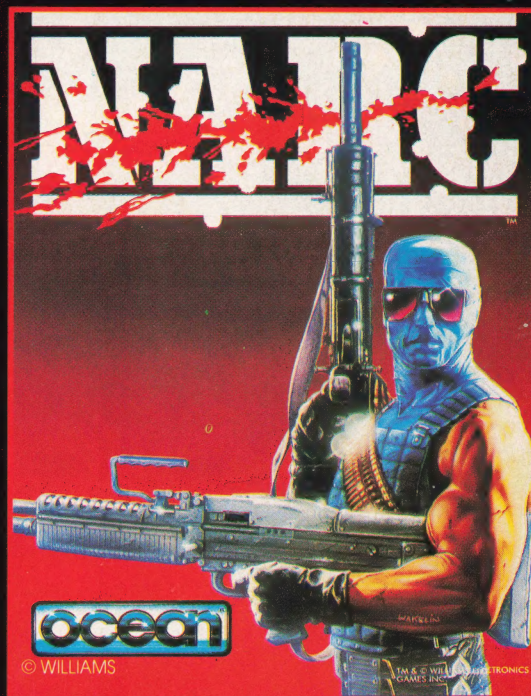
**MORE
THAN A GAME -
ROBOCOP 2
IS THE
PRIME
DIRECTIVE.**



NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.



It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's

MR BIG!

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ATARI ST . CBM AMIGA**

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ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

ST Action is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is STA's coverage the most complete, it is also the most sophisticated featuring as it does, the unique Punter-Power™ reviewing system.

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JUSTIN

Puzznic, Pang, Lost Patrol, Alpha Waves, Chips Challenge, Corporation, USS John Young, Back to the Golden Age, Ran Xerox, Pro Soccer 2190, Super Off-Road Racer, Spellbound, The Amazing Spiderman, Spindizzy Worlds, Street Hockey, Scrabble Deluxe, Supremacy, Flip-it & Magnose, Dragon Breed.....64

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SPECIALS

SATISFY THOSE CHRISTMAS CRAVINGS 28

When you've eaten the turkey and listened to the Queen's speech take a gander at our Christmas super savers. Aunty's gift of ten pounds may not buy you the latest super game, but it could go a long way towards a classic budget title or compilation.

WIN A LYNX AND MORE... 62

Are you the type of gamesplayer who feels uneasy if they haven't had their daily dose of arcade action? Now's your chance to win your very own Atari Lynx system. In addition, Arc are also giving you the chance to win a year's supply of software - Yowza!

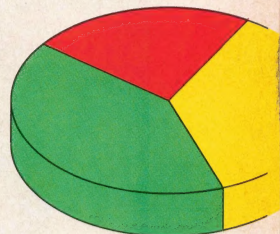


SPECIAL COVERDISK OFFERS 24

Usually you have to pay for quality. At ST Action, however, we are offering you the chance to get your hands on some of the hottest games without parting with too much cash. What's more, you even get to try out the games before you buy them!

PUNTER-POWER™ 27

We realize that many of you may already know about Punter Power. However, we believe this revolutionary scoring system to be the only fair way of reviewing games. If you missed it the first time, here's the condensed version.



REGULARS

ACTION NEWS 04

What does the new year hold in store? We take a peek at the forthcoming attractions from the likes of Infogrames, Accolade, Electronic Zoo, Ocean, Imageworks and many more. We also tell you what three well-known development houses are up to.



DISK SPECIAL 15

Four incredible demos can be found on this month's amazing coverdisk. We've Chips Challenge from U.S. Gold, James Pond from Millenium, Striker Number 9 from Impressions and Team Suzuki from Gremlin. It all adds up to a whole lot of fun!

GIVING THE GAME AWAY 44

It's tips galore as we present you with the latest batch of ST cheats. This month we also offer you a guided tour of Simulcra and BSS Jane Seymour, not to mention a fabulous map of Rick Dangerous III!



DUNGEONS AND DISK DRIVES 83

After a rather humourless column last month, the boys are back on form. Enter the dungeon to witness what wacky capers everyone is up to.

JUSTIN CHECKEDOUT 64

There are just too many games to review this month. We've given the overflow to new-boy, Justin. See what he has to say on the matter.

BACK PASSAGE 112

More inane drivel to tickle your fancy and make you titter - oh, no missus!

MEET THE ACTION MEN



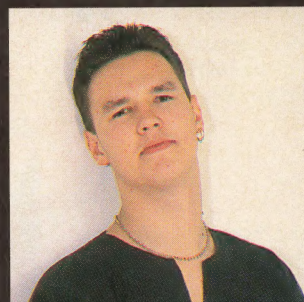
Jonathan Ross is Mr. Art and Design. There's nothing our Jon can't do with a review!



Nick Clarkson's the man with the head-ache. Chasing these wallies is a full time job.



Journalist Alan Bunker's a real live wire. Mr. Coverdisk Editor also loves the odd beat'em-up



Jason Dutton's not the sort of person you'd like to meet in a dark alleyway. Dotty really likes the thrills and spills of racing games, not to mention his favourite hobby - arguing.

Camera-shy Paul McNally is the last member of the gang. Unfortunately, due to a rather nasty accident with a food blender young Paul has declined to be photographed this month. So girls, I'm afraid you'll have to wait another month!

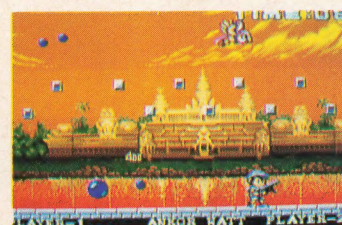


THE ULTIMATE RIDE - MINDSCAPE

It seems that racing games are going to be the Christmas favourite this year. Mindscape keep up the pressure on Gremlin by announcing The Ultimate Ride, programmed by the same people responsible for Fiendish Freddy. This time you'll find yourself on your bike and digitised engine sounds will help bring your race to life as you choose from six of the world's greatest sports machines.

Options include a track designer so that even when you master it you can adapt the difficulty to a level that suits you. If you decide to race on one of the provided tracks you may choose from any of the six championship circuits or six road races set in different countries.

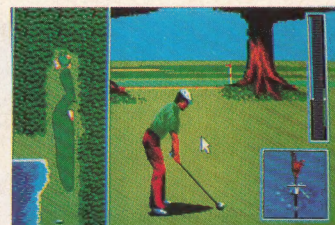
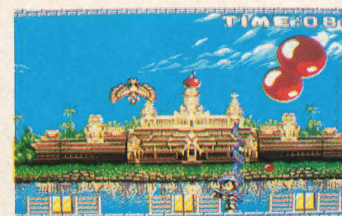
The game can be played two-player if you fancy trying to beat a friend (that is if you have a friend). If you manage to beat a world record we are promised a superb animation sequence, as well as an hilarious sequence at the end of each country circuit. Available reasonably soon but no price as yet.



PANG - OCEAN

A cutie game! Armed with a futuristic harpoon, our hero has to shoot at big balloons which explode and divide on contact. The balloons have been scattered worldwide over 17 different countries, ranging from oriental Japan to the tropical island of Paques.

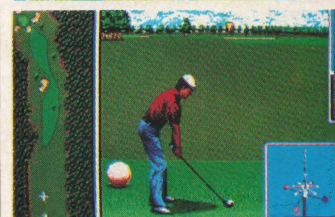
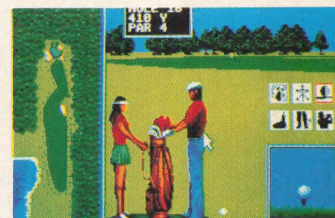
Various weapons and bonuses are collectable throughout the game and there is a simultaneous two player option. Expect the game around Christmas - no price as yet.



TOURNAMENT GOLF - ELITE

Elite are calling for the attention of all you sports fanatics! Last month, we gave you news concerning their football game that is soon to be released. Hot on the heels of that is the conversion of Sega's terrific Tournament Golf. Featuring some fantastic graphics and many realistic golfing factors such as wind speed, it could prove a very big golfing hit - a hole in one, maybe!

The ST version will be available soon and will set you back £19.99 - so start saving now!



CUP DETAILS						
GROUP 6 TABLES						
	P	N	D	L	F	A
N. IRELAND	2	1	1	0	4	0
ALBANIA	2	1	1	0	2	1
FINLAND	1	0	0	1	1	2
ENGLAND	1	0	0	1	0	4
GROUP		1 2 3 4 5 6 7 8				
CALENDER	TABLES		FIXTURES		E	

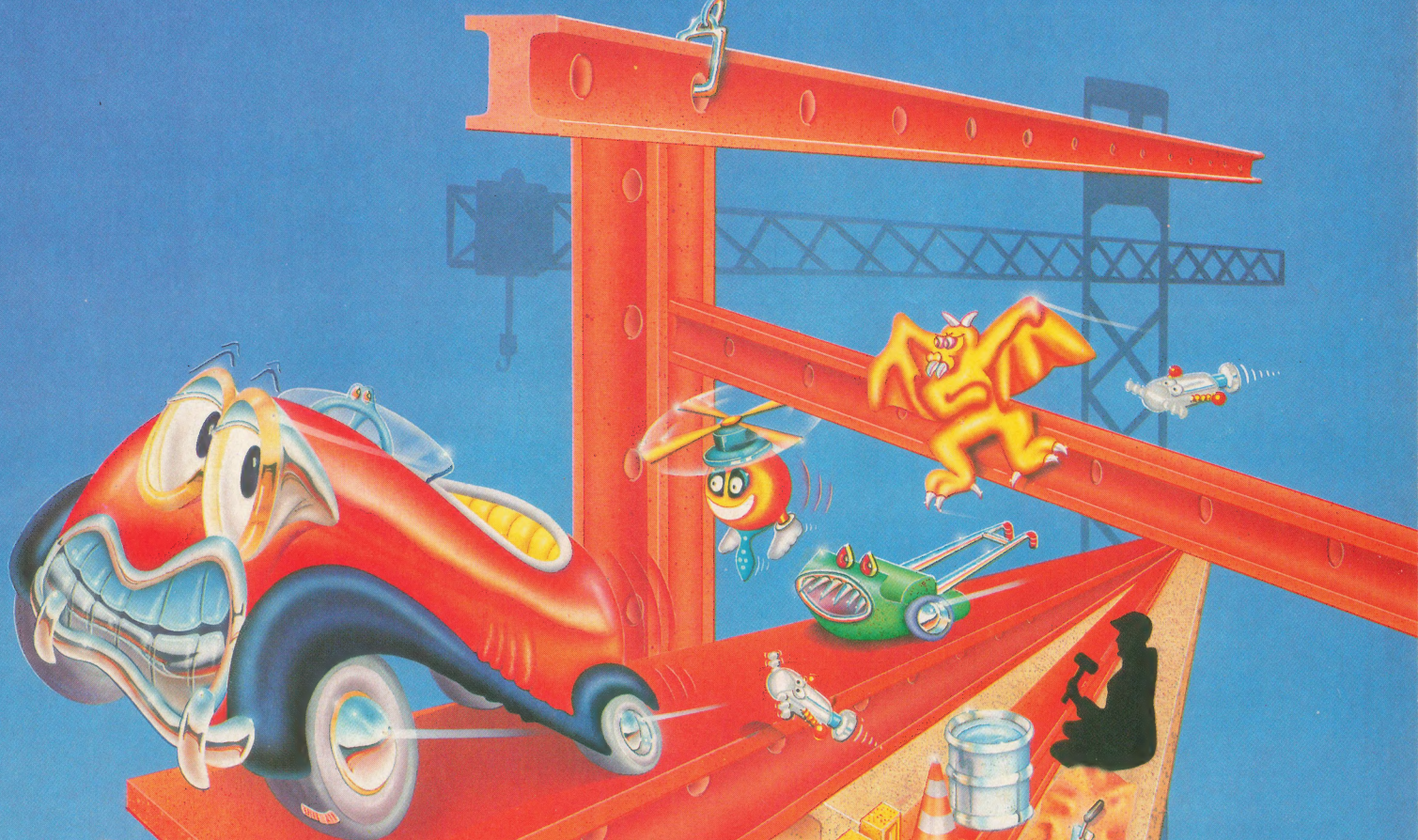
TRACKSUIT MANAGER '90 - ELECTRONIC ZOO

Nearly two years ago Goliath Games released the original Tracksuit Manager. The game followed the fortunes of an international manager as he tried to take his team through to success in the European and World cups.

Now that the player database is a little out of date (Shilton's still in it!), the new version has arrived complete with new players and revamped graphics and all at the amazingly low price (for the ST anyway) of £7.99.

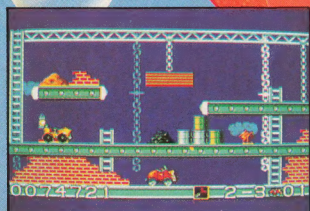
If you missed the game the first time round you may not know that you have to arrange all of your friendly matches yourself, so everything is completely under your control and you can build up a good idea of who you want to play in those important cup fixtures. Tracksuit Manager '90 is out now.

CAR V UP



A 48 level, horizontally scrolling, infuriatingly addictive platform romp. Control Arnie as he drives through eight different worlds banishing Captain Grim's evil and rescuing his kidnapped friends.

AVAILABLE ON
ATARI ST AND COMMODORE AMIGA — £24.99

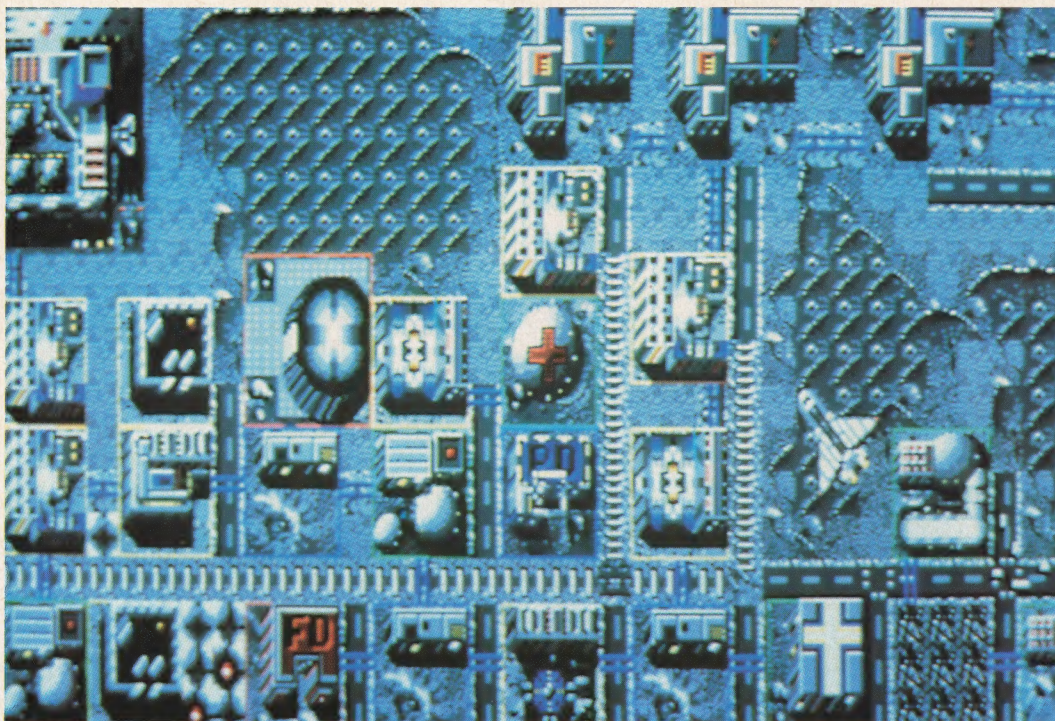


SCREEN SHOTS TAKEN FROM AMIGA VERSION

CORE
DESIGN LIMITED



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SIM CITY ARCHITECTURE – INFOGRAMES

Following the phenomenal success of Sim City, Infogrames have announced the imminent release of the Sim City Architecture disks. With disk one you'll not only be able to act out the role of the mayor of a big city, you'll also be able to try your hand at three new scenarios.

How do you fancy trying your luck running a community in ancient Asia? Perhaps you'd prefer to test your diplomatic skills in the medieval era where disasters include dragons, witches and the like. The final scenario

involves you minding a Wild West town where gunfights and bank robberies will become an everyday occurrence if you don't elect a sheriff.

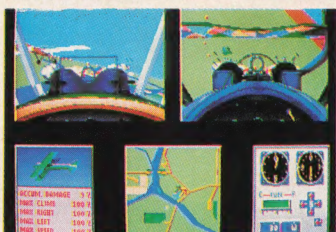
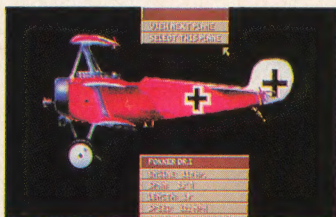
Disk two includes another three challenging tasks. How will you cope with both a futuristic American and European city, let alone a moon colony?

The Sim City Data Disks are nearing completion and should be available soon. If you want to take up the challenge it'll cost you £19.99.

BLUE MAX – MINDSCAPE

Games that can be played by two-players via a link seem to be in vogue at the moment, although Blue Max can also be played head to head on the same computer. Taking control of one of eight classic fighters you can find out just how good, not only the plane is, but how good you are.

There is an replay facility so that you can watch those incredible, daring moves in your flying machine once again. If you want to go up-tidly-up-up you're going to have to wait a while because again we have no details of price or availability.



TEENAGE MUTANT HERO TURTLES – IMAGEWORKS

You just can't keep the little amphibians down can you? Absolutely everybody has heard of the turtles by now and turtle-related items are going to be in big demand this coming Yuletide. No doubt Imageworks are quite happy at having this particular title under their banner at this time of the year.

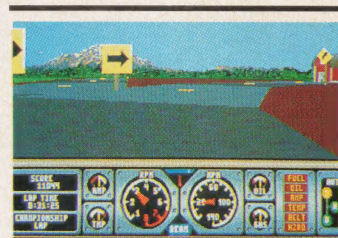
In the game you take on the role of all the turtles (one at a time) as you try to rescue the gorgeous April O'Neil, who's been captured by the evil Shredder. As each turtle you must make your way through the six New York territories, each being overrun by Ninjitsu Warriors. Fight your way through all of these, because it's them or you.

You will only be able to progress into the game if you continually swap turtle identities. You're not going to be able to stay with your favourite hero throughout the game. Expect it any time now. No price as yet though.

DAS BOOT – MINDSCAPE

Based on the real life account of German U-Boat captain Peter Ali Cremer, Das Boot – the German U-Boat Simulation promises to re-enact the excitement, action and cunning of submarine warfare. Featuring underwater sequences with mine-fields and depth charges, plus missions in the Arctic, Norway, Gibraltar and the North Atlantic, the game has its emphasis on action.

Digitised video sequences, sounds and music are included. There are seven active positions to play the game from within the sub and it all takes place in a 3D world environment with multiple camera views, so that the action can be viewed from anywhere on board. No dates or prices as yet, but watch out for it around Christmas.



HARD DRIVIN II – DOMARK

At the end of last year Hard Drivin' screeched onto our screens and now its successor, the creatively named Hard Drivin' II, is set to do the same. Promising to beat its predecessor for sheer thrills and challenge, HD II allows a computer link up between your Atari and another machine (including IBM PC and Amiga) so that you can race head-on with a friend. Domark promise us that the game will "...keep pace with the slowest machine". It will be interesting to see this in action.

Another new feature added this time round is the Track Editor which allows you to relocate the elements of the racetrack so you can have your favourite stunts wherever you want them.

Programmed again by Jurgen Friedrich, he has this time concentrated on speeding the game up so that the whole thing runs even faster than the original.

The final addition is the Nitro-Injection which can be used once on each track and allows a sudden burst of speed. Hard Drivin' II will cost £24.99 and will be available for Christmas.



TOYOTA

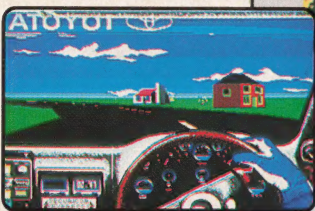
CELICA

GT



Screen shots from Amiga version

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- Realistic car handling and performance.
- 30 varied and challenging stages.
- Mud, rain, ice, snow, even sandstorms.*
- Headlamps and windscreen wiper action.*
- Navigator speech option.*
- Day and nighttime driving.*

* Only available on Amiga and Atari ST versions.

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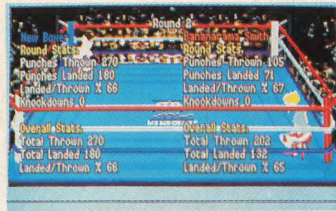
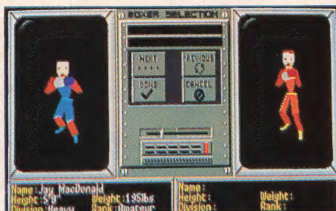


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SPECTRUM, AMSTRAD-
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THE JOY OF STICKS!

Behind every great gamesplayer, there's a great joystick. This Christmas many of you will have a visit from an elderly man wearing a red suit and sporting a snow-white beard. Now it just so happens that this fellow may leave you with a lovely new joystick.

We've been casting a cursory glance into the world of joysticks and next month we'll be presenting you with an indepth guide as to which are the best buys. As if that wasn't enough, we'll also be taking you behind the scenes at Dynamics Marketing - makers of the world famous Competition Pro!



4D SPORTS BOXING - MINDSCAPE

One of the first games due out on the new 4D sports label from Mindscape is their 4D Sports Boxing. With all the character movements modelled on real human movement, Mindscape boast that this is the most accurate sports simulation ever written.

All the boxers' moves are controlled by you, right down to your man's fancy footwork around the ring. You have to box your way up the championship ladder and make as much money as you can by winning.

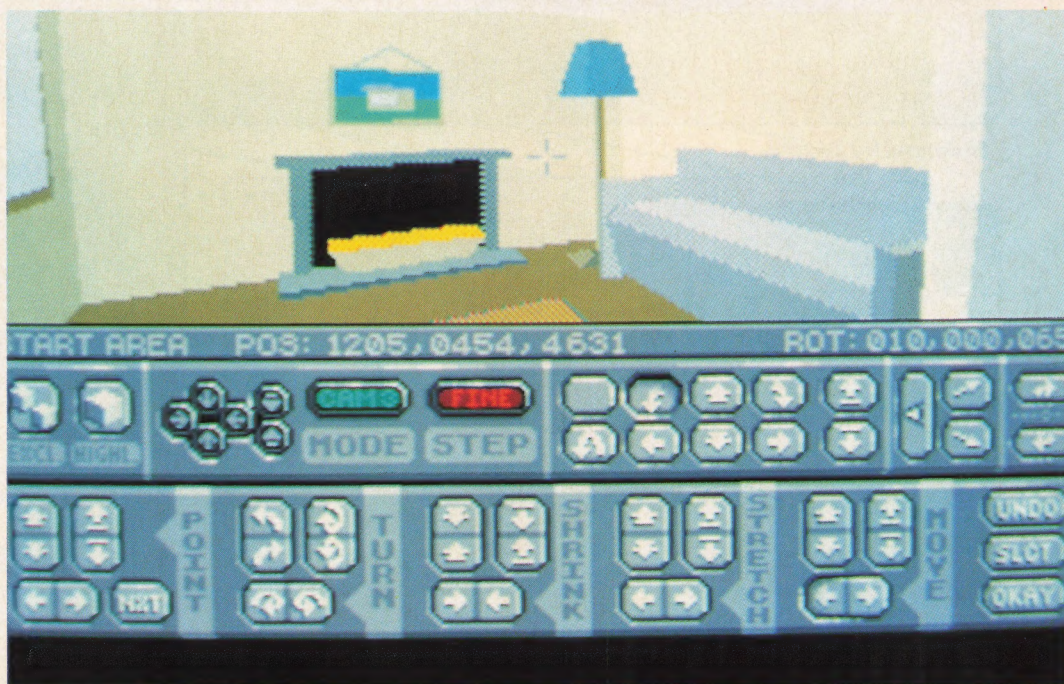
The graphics are polygons put together to make a humanoid form and do look very realistic, which may seem a little surprising really. So if you fancy boxing in the fourth dimension then watch out for this. Price and release date to be announced shortly, expect them to be around the standard ST price these days of £24.99

SUPER LEAGUE MANAGER - AUDIOGENIC

Hot on the heels of their recent Emlyn Hughes soccer games, Audiogenic have announced their latest signing in the world of football management. Unlike many games of this ilk, Audiogenic's Super League Manager will rely on graphical images rather than tedious tables of facts and figures. Featuring a very high level of interaction, the game will see you attempting to steer a unknown team from the lower leagues to the top of the first division. Will Audiogenic's game make it to the Super League? We'll have to wait and see.



MATCH RESULTS				
DIVISION 4				
OLDCASTLE	1	WOODLEY TOWN	2	
NEWTOWN WELLS	0	DARLINGHAM TOWN	0	
FOLKORD UNITED	2	HORNHAVEN	3	
BARROWDALE	3	CARDINGTON	3	
DIVISION 4				
HORNHAVEN	1	0	0	1 3 2 3



3-D CONSTRUCTION KIT - DOMARK

Following on from the success of Castle Master by Incentive, comes the 3-D construction kit. Designed around the Freespace 2 system, it is billed as the ultimate tool for building a Virtual Reality. Apparently it will be the first product that will enable you to create, design and plan in a real environment and interact with it as if you were actually there.

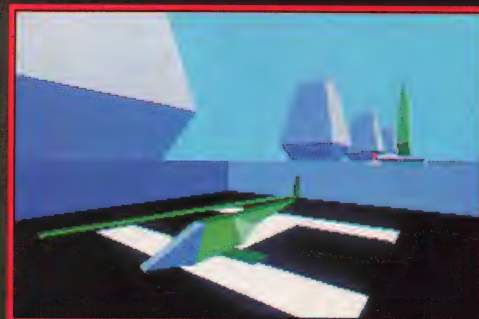
Included with the package will be a specially

designed arcade/adventure that will be created with the kit. The game will feature some of the exciting effects and animations that can be achieved.

The kit is like building Lego blocks for adults, only there's no limitations on how many of what that you wish to use in your design.

3-D Construction kit will be available in April 1991, no price details as yet.

ARMOUR-GEDDON



ARMOUR-GEDDON

Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth. All unprotected life will be wiped out.

You select and control up to six diverse hi-tech vehicles at once in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

Featuring a sophisticated head-to-head serial link enabling 'being-there' realism between two players.

Armour-Geddon: Strategy and simulation synthesized to perfection.

Screen Shots from the Amiga version.

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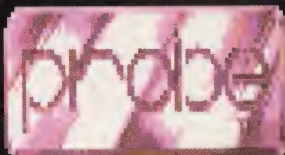
TEAM TALK

In Team Talk we'll be checking up on what those unsung heroes of the software biz are up to. News on what projects, what development teams are doing for which software houses

GRAFTGOLD CREATIVE SOFTWARE

The boys at Graftgold are busy completing the PC versions of recent games. Meanwhile, the programmers are also working on a strategy/wargame-style game called *Realms*. The game was originally intended for Activision but you should now see it on the Virgin Mastertronic label sometime around June.

Finally, Andy Braybrook is toying with a cute platform game, tentatively called *Fire and Ice*.



Probe are currently working on a number of different titles. One of their main customers is Virgin Mastertronic and the team have just completed *Supremacy* and *Golden Axe*. Despite one or two setbacks, Probe are also putting the finishing touches to the long-awaited Viz game. Expect to see the likes of *Jonny Fartpants*, *Mr. Logic* and all your favourites really soon.

Probe are also completing *Chase H.Q. 2* (Special Criminal Investigations) for Ocean.

Finally, Probe have finished programming what could be the biggest selling game of the year – the *Teenage Mutant Hero Turtles*. Taken from the Konami cartridge, it's a real winner!

TIERTEX

Didsbury is a quiet suburb of Manchester. Hidden behind the seemingly peaceful facade lies one of the country's leading software development houses, Tiertex. Headed by the charismatic Dr. John Prince, Tiertex have been responsible for some of the finest games available on the ST.

The programming team are currently working on a title for U.S. Gold. *Mercs* is a conversion of the Capcom coin-op and the title apparently stands for *Mercenary*. Shoot'em-up fans should enjoy playing *Mercs* – it's very similar to *Operation Wolf* and *Line of Fire*.

Tiertex have been commissioned by the Golds to produce another Capcom game. We're not allowed to tell you too much, but it's going to be hot!

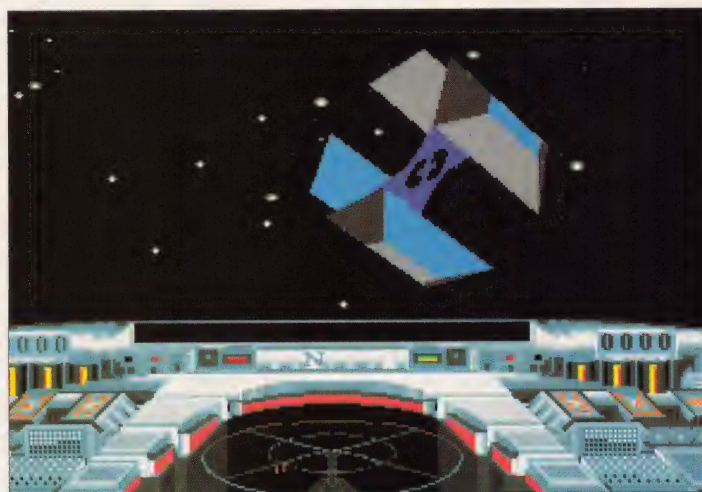
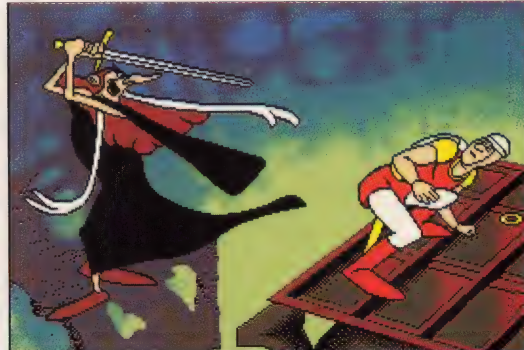
DRAGON'S LAIR II: TIMEWARP – EMPIRE

Mordroc the evil wizard has whisked off with Princess Daphne to a wrinkle in time with the intent of marrying her and as usual, only you, Dirk the Daring can save her. Using your old time machine you set out on your mission, but speed is of the essence, for once the Casket of Doom is open Mordroc will place the Death Ring upon Daphne's finger and she will be lost to the Timewarp forever.

Coming on no less than six disks the game contains

over 50 screens of animation and graphics and 14 death scenes. *Dragon's Lair II* is one of the few original games that is going to get converted into an arcade version so you'll get the chance to play it first at home.

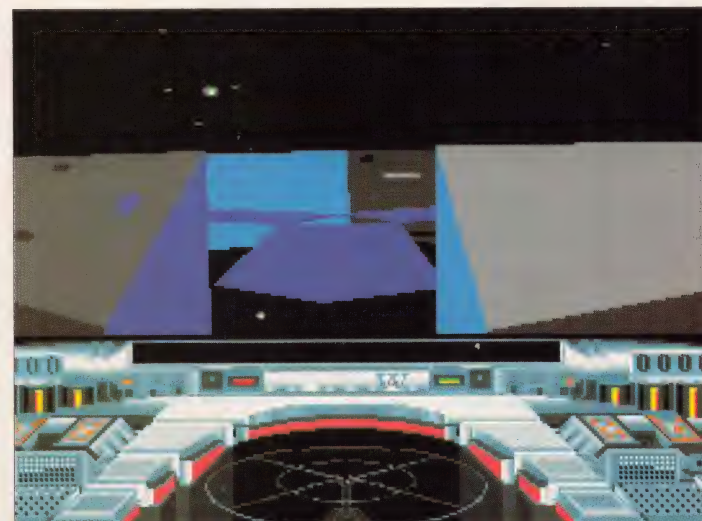
As it features the same exceptional graphics and sound as the others in the series, we're all hoping for a game that is a lot more playable. The demo we've got is stunning and it looks like it'll be worth waiting for.



XIPHOS – ELECTRONIC ZOO

Electronic Zoo are set to release *Xiphos*, a 3D space game of truly epic proportions billed as being superior to the world famous *Elite*. With digitised and detailed graphics, *Xiphos* is a combination of strategy, shoot'em-up and adventure. The game can be played in two modes: one for the thinkers and the other for the blasters. No matter how you choose to play, the aim is the same – kill the Xiphons!

What have the poor Xiphons done to us, you may ask? They've only gone and disrupted the space/time continuum, causing the destruction of spaceships, stars and planets! Are they wallies or what? Look out for the review soon as *Xiphos* should be in the shops any day now, retailing at £24.99.



LEGEND OF THE LOST – IMPRESSIONS

Set in style of the old jungle films, you know, real men, jeeps and vines everywhere. *Legend of the Lost* puts you into the role of Jack, a down on his luck pilot who has a reputation for hitting the bottle rather too frequently. While at the local airfield you hear your girlfriend, Jane (who else?), send a message from her plane just as it's shot down!

You must fly to Africa in the hope of finding the wreckage and your girlie, unfortunately your plane also gets shown down and you're left to fend for yourself in the jungle. You must find the villains, who you suspect are hiding in the volcano. Set a detonator, blow them up and escape.

Legend of the Lost will be available very soon in a computer shop near you.



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PRINCE OF PERSIA - DOMARK

You take the part of a young adventurer attempting to save a beautiful princess from the clutches of the evil Grand Vizier, who is about to pounce on her.

Time is ticking away, but first you'll have to escape from the confines of your cell, then avoid all of the many cunning traps laid for you by the guards.

The game contains three distinct sections, the Dungeon, the Palace and the Tower where the princess is kept captive.

Sword fighting plays a major part and therefore you must first find your sword. Once you get this then you can truly begin your quest.

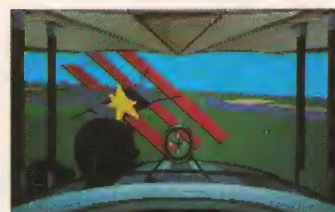
Prince of Persia will be available next year and will go for the asking price of £24.99

MEGAFORTRESS - MINDSCAPE

Based on the novel *Flight of the Old Dog*, MegaFortress sees you assuming all of the roles of the crew in the famous B-52 Bomber, modified and armed with state of the art weapons and radar. Your mission is to avert a nuclear confrontation between the Soviets and the Americans.

Switching between roles such as pilot, navigator and weapons officer you must fly your bomber to the soviet laser base while avoiding the MiG 27s and 29s. You must also learn when to perform such operations as inflight refuelling.

The game is programmed in 3-D graphics and promises to be a bit special. Release date and price are unavailable at the moment but keep an eye out in your computer shop.



4D SPORTS DRIVING - MINDSCAPE

Also in the same series comes 4D Driving. Programmed by the same team who did Test Drive and its sequel this is a driving game with a difference.

Choose your car from a Porsche, Ferrari, Lambourghini, Audi, Lancia or Honda and put it to the ultimate test on stunts including the nerve-racking 360 degree loop the loop. As well as the preset tracks there is a comprehensive track editor so that you can create your own nightmare track, which can of course be saved.

The race can be viewed from every conceivable angle using the unique camera system. As yet we have no details of price or the release date.

LIFE AND DEATH - SOFTWARE TOOLWORKS

Yeah! Blood and guts and loads of entrails. Ever felt the need to remove somebody's appendix? How about performing a triple bypass? Now you needn't stay frustrated simply because your sister wouldn't agree to you practising major surgery on her. Life and Death is on its way. We've had flight sims, sub sims and sports sims, but now we've got a hospital sim!

Pick up your knife and go to work. Talk to your patients, reassure them, read their charts, test their blood, chop bits off. It's your skill with the scalpel that will decide whether or not the patient ends up in recovery or the morgue.

It's been on its way for ages and we've still no details of price and when it's out, but hopefully it won't be too long now.



ELVIRA, MISTRESS OF THE DARK - ACCOLADE

The sexy, saucy lady they call Elvira is storming onto the ST some time before Christmas. Hopefully the game will have a little more storyline than her recent film.

As she was renovating an old, run-down castle, she disturbed the moaning ghost of Queen Emelda. Emelda is intent on gaining immortality, controlling the minions of Hades, and appearing on the front of Time magazine. The last is the final straw!

You must search the 800 locations of the castle, and find six keys before Emelda. These keys open the chest

concealing the scroll that everybody seems to want to find. The game will be fully icon-driven, allowing interaction with almost anybody and anything! Elvira is there to help you create the many spells that are necessary if you want to complete your task.

Elvira - Mistress of the Dark has been programmed by the same team who produced Personal Nightmare. Progress is good and the animation looks the business.

The price is yet to be announced, but expect to see Elvira appearing from the Darkness real soon!

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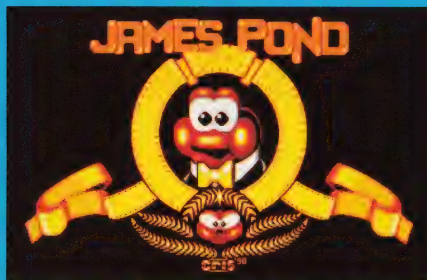




Probably the world's most playable coverdisk



CHIP'S CHALLENGE – U.S. GOLD



JAMES POND – MILLENNIUM



STRIKER – IMPRESSIONS



TEAM SUZUKI – GREMLIN

ST Action has brought many coverdisks into your home over the past months. We always aim to bring you, the reader, the best demos any magazine could possibly get their hands on. The work that goes into our coverdisks is immense!

We hope such hard work shows through in our demos and the disk pages that accompany them. There are times when it looks as though we aren't going to make the deadline but with dedication and commitment, we always seem to pull through successfully.

ST Action returns this month with even greater demos than ever before! With the chance to see four terrific games in Action, your ST will sit on your computer desk bewildered at what ST Action, in conjunction with four major software houses, can offer you.

Not only do we fetch the greatest games to your home, but you can also read exclusive interviews with all the programmers involved with all the games featured on this month's exciting coverdisk.

CHIP'S CHASE FOR GLORY

U.S. Gold's Chips Challenge has you jogging along, collecting all the microchips on the level. The vast maze and many puzzles will keep you staring intently at the screen for hours upon hours.

The relevant disk pages feature an in-depth interview with the people behind the conversion from the Lynx, along with an interesting story concerning how the whole project began.

ADVENTURES OF A SCALY SPY

If you prefer a little more action and not as much thinking, then boot-up James Pond from Millennium. We have a whole level for you to try and complete but beware of the creatures from the deep as they are not so keen on you intruding upon their waterspace!

Read in the disk pages how Pond grew from being an everyday fish to a superspy!

FANTASTIC FOOTBALLING FUN

Football freaks will immediately want to take a look at Impressions' Striker. Controlling your passing is one thing, but have you got the stamina to survive the sprint training? There's only one way to find out, and that's to load ST Action's exclusive demo.

So why another football game? What does the full game involve? Look out for the answers to those questions and more in the following pages.

AT LAST – SUZUKI ON THE ST

The Sheffield based software house Gremlin have programmed a treat for you in Team Suzuki. Approved by Suzuki themselves, you are taken at terrifying speeds around what must be one of the

most challenging tracks in the world!

We explain in the disk pages how Gremlin acquired the Suzuki license and what they plan to do with it in the future.

CHEAT CRAZY!

Also included on this month's coverdisk are some incredible cheats for MicroStyle's Simulcra (infinite shields and weapons) and Rick Dangerous 2 (infinite lives), Virgin's Monty Python (infinite energy), and Palace's Voodoo Nightmare (infinite lives). To access these cheats that are again exclusive to ST Action, you must copy the CHEATS.PRG file into an AUTO folder. You will then be ready to take on the mightiest of foes in any of the above games!

BACK UP YOUR COVERDISK...

Firstly, unless told otherwise, make sure the disk's write-protect tab is in the open position (You should be able to hold up the disk and see through the hole) – this will stop you from accidentally damaging the disk. It really does make sense to back-up your disk before using it.

SINGLE-SIDED OWNERS...

Format a blank disk and label it. Insert the original coverdisk into the drive and select all the icons except the folder labelled SIDE2. Drag the icons onto the DISK B icon and follow the on-screen prompts, inserting your newly formatted disk when the computer asks for disk B. When the copy process has finished you will have backed up side one of the coverdisk.

FOR DOUBLE-SIDED OWNERS...

Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use your backup at all times.

COVERDISK FAULTY?

We can't guarantee that all of our coverdisks are 100% fault free. However, the odds of you actually having a faulty disk are pretty slim. If you think your disk has genuine problem then please return it to:

**Stanley Precision Data Systems,
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Welden North Industrial Estate, Corby,
Northants. NN17 1JX.**

SIDE
2



Gremlin are undoubtedly gaining a well earned reputation for being a quality publishing house. Team Suzuki marks their latest efforts and it is most definitely up to their remarkably high standards. Recommended by the official Grand Prix team, Team Suzuki should not be missed. We at ST Action are proud to present an incredible demo of an outstanding game so don your helmets and boot-up the disk!

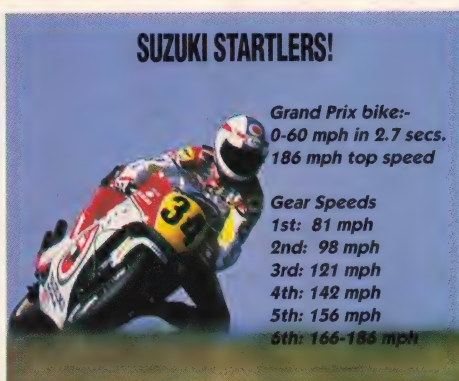


HOW TO PLAY THE DEMO...

To be able to have a peek at Gremlin's thriller, simply double click on the PRG file and prepare to be totally amazed with the tremendous Team Suzuki!

From the comfort of your armchair, you'll have the opportunity to experience the speed and skills that Grand Prix riders have to possess. Tearing around tight corners well above the speed limit is not for the faint hearted among you!

The various viewing angles will allow you to fully appreciate the hard work that has gone into Team Suzuki. From looking down onto the track to peering over your shoulder, Team Suzuki will be a ride of a lifetime!



Gremlin's next commendable effort in the gaming world is another racing game. With Lotus bursting straight into the Gallup charts at number two, and last month's disk demo Toyota Rally sure to be just as successful, the finished Team Suzuki product is being eagerly awaited by the press and public alike.

The programmers behind Suzuki are putting the finishing touches to it, ensuring it will be ready in time for the big launch. A license deal takes a lot of time and effort as David Martin, special projects manager for Gremlin, explained: "For Team Suzuki, I first of all went to the Suzuki bike distributors. I had a meeting with them, explained what we were planning to do, and gave them an introduction to Gremlin, saying who we are and what we've done in the past. That included showing them Combo Racer."

Once the initial negotiations had been completed, it was time for David to visit the Grand Prix team. A meeting was arranged and perhaps the most fortunate piece of news became known to Gremlin. "Gary Taylor, the Suzuki team manager," continued David, "is a very keen computer gamer and has his own Amiga, so he was naturally enthusiastic. It's interesting to know, though, that the 3-D routines had been around for a long time and it is only the past six months that the Suzuki name has been associated with it."

What was it that David hoped to achieve by liaising with the Suzuki team?

"There were two main areas. One was to get the feel of exactly what it is like to be riding on the back of a Suzuki motorbike - the sensation and thrills. To help us out, they sent a video of the camera footage from each race, as they have a camera mounted on the front of each bike. This process was repeated for a few months."

Secondly, it was specific information about Grand Prix themselves such as the rules, track information, and so on. The game itself has managed to incorporate almost everything that we found out, although there are little things that have had to be excluded."



When competing in an actual race, the most useful view is directly in front of you!

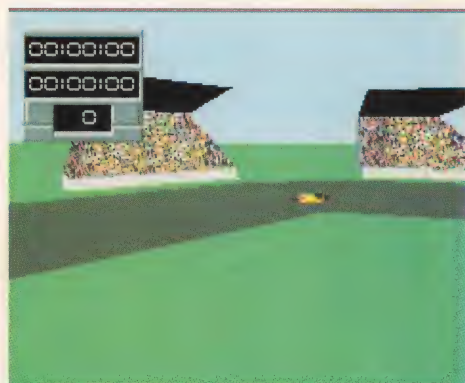


Suzuki were providing a lot of help for Gremlin and the development team, but were Gremlin showing their progress in return?

"Certainly! I would visit Suzuki, taking videos and even a computer with the game on disk as far as it had progressed! We exchanged ideas and they genuinely thought it was great."

Obviously, Gremlin will benefit from tie-in with a famous and successful motorbike team but what do Suzuki gain from it all?

"It's principally a means for them to be associated with a very successful, high profile product that's excellent in a particular area of the market."



From here, you can see the admiration of the crowd as you roar around the corner.

m Suzuki

E M L I N



Our customers could well be looking to buy a motorbike. Basically, it's a two way relationship: we gain because we're associated with Suzuki, and they gain because people will see the game and Suzuki motorbikes should reap the reward for such publicity."

As for the flow of money between the two companies, all I could squeeze from him was: "It's not as simple an arrangement in the sense of we'll buy this from you. It's much more complex and a two way thing." It has been known that licenses can cost up to £250,000 but it is extremely unlikely that anything like that has been paid for Team Suzuki!



Being a champion has its good moments. The crowd acknowledge your prowess on a motorbike.

Suzuki have had a lot of input into the game and their support has been greatly appreciated by Gremlin. So what about the game itself? Is it arcade or simulation? What type of game was it that Gremlin were trying to project?

"Although we call it a simulation, it is an arcadey game. You've got to be careful when you do simulations that you don't fall into the trap of creating a really technical game that isn't playable. Team Suzuki had to be fun to play and capture the speed and experience of being on that bike."

There seems to be a possibility of another Suzuki tie-in, but only if the sequel game can introduce something new and worthwhile. Gremlin insist that they won't con the buying public by publishing similar type games with nothing new added. Even though Team Suzuki will be the third racing game to emerge from the software house in a very short time, they are all different in terms of gameplay, but gratefully, the quality is tremendous for all of them. Should Gremlin now be known as the racing publisher? Apparently not!

David explained: "The fact that the three games have emerged at the same time is purely coincidence. They have all been in development for varying lengths of time and it's just the way things have turned out. We don't want to be perceived as the racing game software house. We have other, good quality products that are totally different."

We are always aiming to produce quality products. We want people to know that when they buy a Gremlin game, they are assured of quality. We've dropped a number of projects this year because we didn't feel they would achieve good marks in reviews."

Hopefully, Team Suzuki won't be dropped because it looks like it's going to be one hell of a game! If the finished versions of Lotus and Toyota are anything to go by, Suzuki shouldn't disappoint. Look out for the full review which will be appearing shortly in the magazine. Meanwhile, thanks to everybody at Gremlin for their co-operation and the demo for our disk.



The rear view can be glanced at quickly to allow you to see who, if anybody, is gaining on you.



The Gremlin team who made Suzuki possible (left to right):- Kevin Bateson, David Martin, Jerr O'Carrol, marketing man Ian Richardson, and Carl West.



Maestro musician Kevin created all the magnificent melodies and sound effects for Team Suzuki.



Is there a happier looking graphic artist in the business? Surely being Irish is nothing to smile about!



The pressure's starting to tell on poor Carl! Getting together an ST Action demo needs a lot of work!

SIDE
2

STATION GAMES
DISK
SPECIAL
FEATURE

Slip on the number nine shirt, listen to the roar of the crowd, and prepare to stun them with your dazzling talent as the ball sticks masterfully to your boots. Even the best strikers in the world need to train though, so take the golden opportunity that is presented to you on this disk, and train yourself to perfection. Passing and sprint hurdles will have sweat dripping from your hands and joystick.



HOW TO PLAY THE DEMO...

Double click on STRIKER9.PRG to begin playing Impressions' latest football game.

Firstly, you must select which team you wish to represent by positioning the bouncing ball onto the flag of the country of your choice.

Of course, the ability most important when playing a match is the ability to pass the ball quickly and accurately. By manoeuvring your man about the screen, you must direct the football towards one of your team-mates. Pressing fire will kick the ball but make sure you don't kick it straight into the path of the defender.

The next stage is the hurdles. Press fire to begin running, and waggle the joystick left and right. To leap over a hurdle, simply press fire.

Striker

IMPRESSIONS

Football games are always popular and so long as they are, software houses will continue to produce them. There are many variations to the football theme, be it in terms of gameplay or graphics. For example, Kick Off is very simple visually but has fast and frenzied gameplay, whereas International Soccer Challenge features amazing 3-D graphics and much more calculated gameplay.

With Striker, Impressions are attempting to add to the number of variations. This is being done by recalling old gaming techniques that we had all probably thought we'd seen the last of! I am referring to the finger-busting joystick waggling that we used to associate with the series of Daley Thompson games among others. Not all the game has this exerting exercise, though.

Eddie Grabowski from Impressions told me what Striker is about: "You're a young player and you've got 10 years to make your grade. The idea is to master 12 different skills which include passing, throw-ins, dodging and weaving between cones, penalties, and other exciting and enthralling activities."

If you do really well, you get the chance to show your skills to their full by participating in a first team match. You might find yourself with nine chances to score a goal if you perform exceptionally when practicing the various skills."

Already, it is becoming apparent that Striker is very different from the usual football game. So how do you score? How does the game operate?

"When playing, you will be in your opponents' half. You have the ability to pass the ball about, but once it is cleared by the defenders, that is the end of one of your chances to score."

Striker has been programmed over the last six months by ex-Tynesoft man Simon Bradbury. Interestingly enough, he wrote the game in England and Grenoble, France while visiting there. The graphic artist is called Jeffrey Van Brankenton who has Dutch ties. As you can probably gather, they're a



Passing practice has you skimming the ball over to your partner. The blue defender will do his utmost to prevent the flow of passes.

very mixed bunch! In-game music was composed by Chris Denman.

Being different can be risky when trying to market the product but it does lead to even more new ideas and concepts. Was there a conscious effort to avoid the game being similar to others?

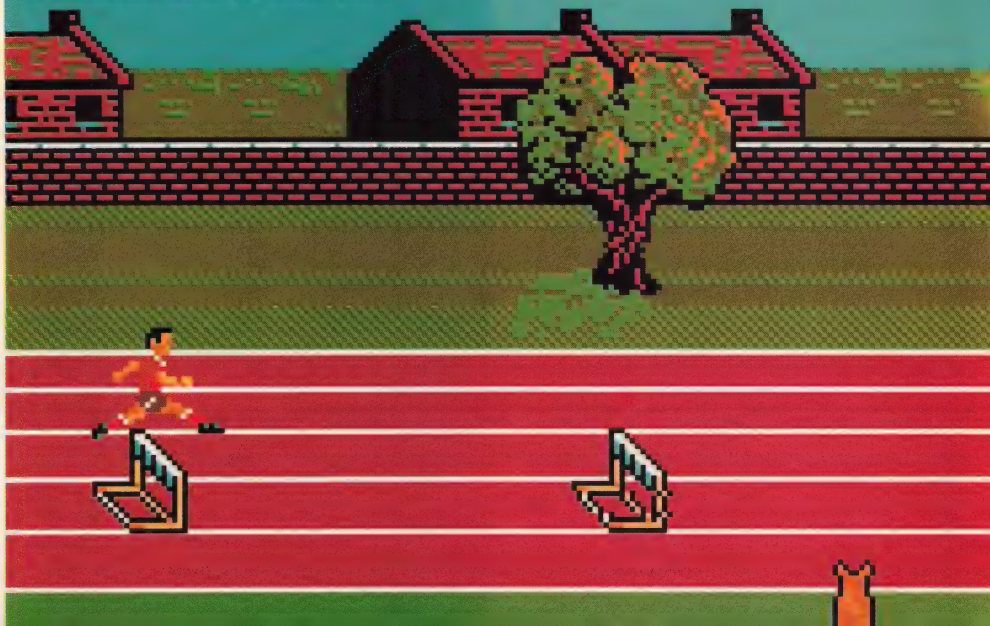
"Yes, there was," replied Eddie. "We wanted to do something different in a soccer genre, and we think it's worked. It's certainly good fun."

The most important aspect of any game is whether it is fun or not. Of course, that is for you to decide so boot up the demo, play and enjoy!

Many thanks go to Impressions for their help in compiling the demo and putting up with me interviewing them!

Pssst! Just for the record, the computer game Striker has no links whatsoever with the old tabletop game where you pushed down the heads of plastic players and they kicked a small ball into the back of a net! You never know, it may yet arrive!

Running at a speed and style that even Steve Cram would be proud of, you begin to wonder at exactly what is the worth of this exercise when on the football pitch.



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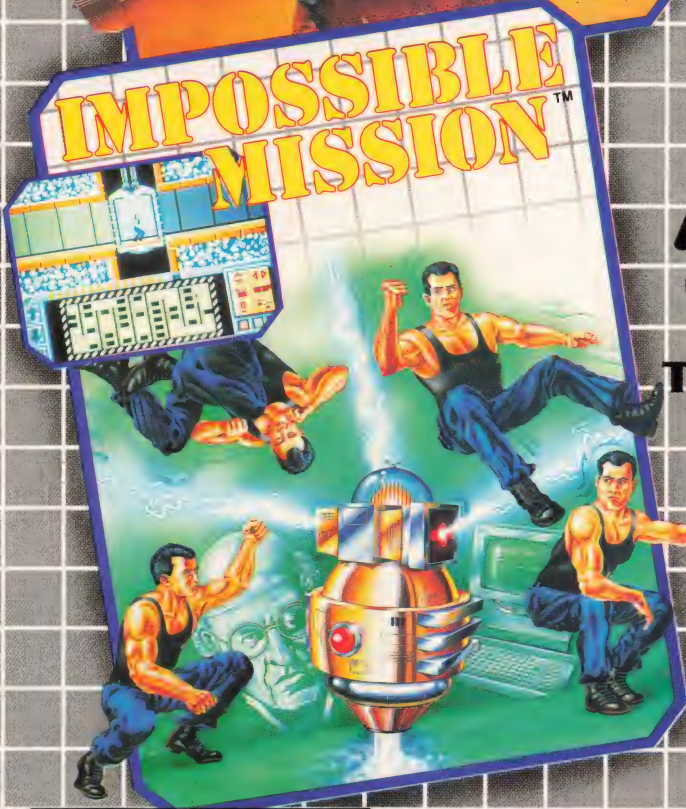


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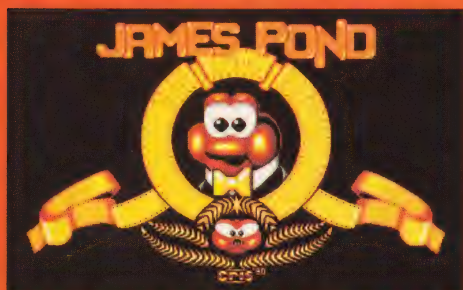
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**SIDE
1**



There's never been anything like it before! Undercover agents will never be seen in the same light again! And why? James Pond is here, that's why! Is he with MI5, the KGB, or FBI? Nope! He's out to save the world all on his own! The task ahead may seem impossible but if anybody can do it, James Pond can! Never shaken and rarely stirred, 007 Pond has the suave and sophistication to see the job through!



HOW TO PLAY THE DEMO...

To enter the world of aquatic secret agents, simply double click on the file called GUPPY.PRГ and you can then begin your highly classified mission cleverly entitled 'The Fish With The Golden Bar.'

Our demo involves you, as hero Pond, attempting to gather all eight gold bars together from the wreck of a large, sunken ship.

You must, as quickly as possible, take each gold bar to the awaiting rowing boat somewhere on the surface of the sea. Be careful though, as the shipwreck is lodged in a deep, dark underwater cavern with many monsters and meanies who like to pass the day by trying to put an end to your tricky task.

WHAT'S GOING ON IN THE WATERY WONDERLAND?



The Ancient Mariner is invulnerable to your bubbles.



Picking up the anchor will increase your points.



This wand gives you invulnerability for a few seconds.



One blast from your bubble gun and this crab will be no problem any more.



This gold bar will help you complete your mission if you're good.

James Pond

M I L L E N N I U M

James Bond will never be seen in the same light again. With James Pond on the scene, the words 'undercover agent' take on a whole new meaning.

It could be said that Pond is a modernised version of the popular Bond. With missions containing underlying 'green' messages, Pond could be the role future Bonds will be modelled upon! Perhaps the thing we will most if this happens is Bond's womanising ways but who said life is ever perfect?

Pond's missions have familiar titles which include, A View To A Spill, From Sellafield With Love, Licence To Bubble, For Your Fins Only, Leak And Let Die, and even 'Moneyraker.' There are twelve such titles, all of which offer various tasks for Pond.

A very nasty, evil character is intent on destroying the seas and oceans that our hero lives in. Taking the role of James, you must prevent any harm that may be imposed upon the creatures of the deep and stop the waters from becoming polluted by your opponent, Doctor Maybe.

With 12 missions to complete, you will have to call upon all your bravery and cunning to defeat the bad guys but with you in charge, the world should survive to be subjected to the wrath of some other nasty character that might appear in the future.

The two people responsible for bringing the magnificent James Pond to the ST are Steve Bak and Chris Sorrell. As one of the most experienced pair of programmers in the industry (Steve Bak has over 80 products to his credit), James Pond is probably their finest yet.

The underlying tone of the game is 'green'. Is this an attempt by the team to do their bit for the future of the planet earth? Chris, who had the original idea for the game, tackled the question: "James Pond was designed to be a 'green' game but not in a 'heavy' sense. I wanted to keep it light-hearted."

Where did they draw their inspiration from? Obviously, James Pond relates to Bond but what about the gameplay?

"We wanted to create a cutey character like Rainbow Islands, but with a solid feel to the graphics - that was what we were working for. As for the name, we had called the game Guppy. It was Millennium that decided to change it to James Pond." A clever marketing strategy, it seems!

James Pond runs at two frames per second, making use of all the memory available to an ST. Surprisingly, the game uses only 4K of music and sound effects. With 60 different sprites and up to 80 colours on the screen at any one time, it's a very lively, colourful affair.

Not only is James Pond the best underwater agent in the business, but he's almost as good out of the water. Unfortunately, his hoppity time on dry land is limited as even the greatest of hero fishes can suffocate!

So can you defeat Doctor Maybe? Have you got what it takes? No, you haven't because we have only given you level one on the demo! Nevertheless, do your best and then pay a visit to your local computer store if you want a bash at completing the full formidable task.



Killer lobsters may not sound the most frightening of creatures but be assured that they have a nasty bite.



In Pond's watery world, clams contain deadly creatures rather than precious pearls.

IT'S WACKY
IT'S CATCHY.....

9 LIVES

.....IT'S MORE THAN
UP TO SCRATCHY.

Bob Cat has a girl in every town, but there is one who is special to his heart; Claudette Cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his Queen. Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the Mad Scientist's men. What horrendous experiments will the scientists carry out on old cutie paws? Can Bob save her in time?



Discover new wonders of animation
around every corner and new levels of
endurance in your joystick hand.

The platform game is back and howl!
9 Lives contains some of the greatest
animation ever seen in any computer
game, its playability is amazing the
desire to rescue the curvaceous
Claudette Cat will keep you mapping for
hours on end.

- Four massive levels each featuring over a hundred rooms.
- Stunning animation.

- The ultimate in platform playability.
- Original game soundtrack.
- Includes FREE colour poster.



REACH OUT FOR THE POWER OF ARC
ATARI ST · CBM AMIGA £24.99

ARC, P.O. Box 555, Slough SL2 5BZ.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

RAVE
RAVE MAGAZINE
93%

**SIDE
1**



Storming onto the ST from the hand-held Lynx machine comes Chip attempting to complete a job that only a cheeky chap like Chip can charge into and chalk-up a completed challenge. Featuring totally addictive gameplay, you must successfully guide Chip on his complicated course. Never has a game looked so simple on screen yet been so captivating to play.



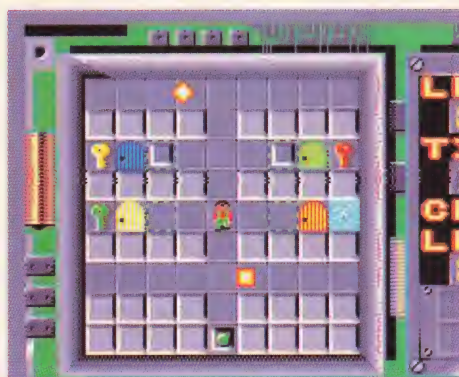
HOW TO PLAY THE DEMO...

Insert the ST Action demo disk and double click on CHIPS.PRГ. The game will immediately load and your task will begin. You must collect all the microchips by moving your character about the screen by using joystick controls.

You should find the game very easy to get into but with hours of fun waiting to be squeezed from it. Beware of the various nasties that roam about the playing area. They tend to have set movement patterns so learn them and use that knowledge to the best you can.

Try moving blocks to cover objects that you can't tread upon such as water. Unfortunately, you cannot prevent yourself from sliding on ice.

Chips Ch



Finding and using keys in the correct order is absolutely necessary if you want to finish the level. Here, there are plenty of doors but how on earth do you get to the coloured keys?

Poor ol' Chip can't get into the Bit Busters' computer club. Reeling back in shock at the news, Chip was devastated! However, a faint glimmer of hope suddenly came Chip's way: all he had to do was pass the initiation process to gain club membership. That process consists of 144 levels, all requiring quick thought and lightning reactions. As highly charged Chip completes each level, he moves one step nearer to his ultimate goal.

The ST Action demo disk features a whole horde of levels for you to guide Chip through. The final version will, thankfully, have access codes that are given to the player at the end of each level. These codes will allow you to begin your next game on the level you finished - this will prove

extremely useful!

Originally, Chips Challenge was only available on the new Atari Lynx and the original concept was by a character called Chuck Somerville. The conversion is being programmed by Images who were also responsible for ST versions of the rapturously received R-Type, Rampage, Flying Shark, Super Wonderboy and many more marvels.

It may seem unusual that U.S. Gold are going to be the publishers when Atari are perfectly capable of handling the successful hand-held game on their own. The kind people at Images explained the situation: "The guys at U.S. Gold were working on the World Cup football game, and they were quite bored waiting for some programming stuff. In the meantime, they got a Lynx and became engrossed in Chips Challenge."

No-one thought of converting it because it is so graphically unimpressive but they played it and played it until someone mentioned a possible conversion. At first, U.S. Gold weren't too keen on the idea but they finally gave in and began working on the possibility. Eventually, the game was produced and U.S. Gold are happy with it, Atari are happy with it, and we're happy with it."

Atari didn't attempt the conversion because Chips belonged to the computer company rather than the publishing company and, apparently, the two are treated as separate entities.

Obviously, the ST is more powerful than the Lynx, so were the programming team worried that the conversion would finish up below par in comparison with games especially made for the ST?

Jason Lihou, development manager, remarked: "We were restricted in the fact that U.S.

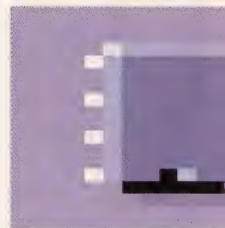
YOUR KEY TO SUCCESS! HELPFUL HINTS ON OBJECTS TO TAKE AN



Coloured spinning blocks kill you instantly.



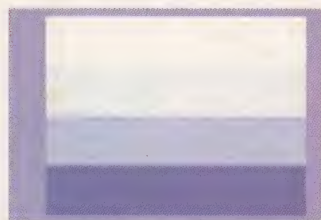
Bombs will explode when touched so smother them.



Collecting all microchips is part of the game.



Coloured doors require the correctly coloured keys.



Magnetic floors hurl you off in all directions.



Scorching fires will turn you into a smouldering heap.

Challenge

G O L D



Gold asked us to do an exact conversion. There are, inevitably, a few graphical enhancements and a little more colour on the ST. At one point, we improved the look of the water but U.S. Gold phoned us, saying they didn't want it looking better!" This is surprising but Jason furthered: "They just wanted a totally accurate conversion."

Even though the gameplay in Chips may look simple, it is very deceiving. The later levels become increasingly complex, and the challenge is definitely there for the older gamer!

CREDIT WHERE IT'S DUE . .

The people that devoted every second of every day of every month to Chips Challenge would like a little (just a little) mention. They are striving for fame and stardom. Shall we at ST Action give it to them? No, certainly not! Well...OK then. As promised lads, your names in glorious black and white:-

Jason Lihou was the development manager, the 68000 programmer was **Daniel Clapson**, and the 6502 programmer was **Tom Pinnock**. Also wanting (and deserving) a mention are Z80 programmer **Tony Mack**, and graphic artists **Steven Bedser**, **Adam Clark** and **Andrew Pang**. Phew!! There are actually quite a few more but the most significant individuals have now been printed!

The team are currently working on Die Hard 2 which will be an arcadey/shoot'em-up type game. It is already available on the PC, so hopefully the ST version will be ready in time for Easter. Also keep your ears and eyes open for Shadow Dancer which promises to be a stunner!



Do these lads look like the business, or what? Who are they? What do they do? They're the Red Hand Gang, of course! Well actually, they're the programming team behind Chip's Challenge, if you hadn't already guessed.

AVOID IN CHIP'S ADVENTURE!



is the vital



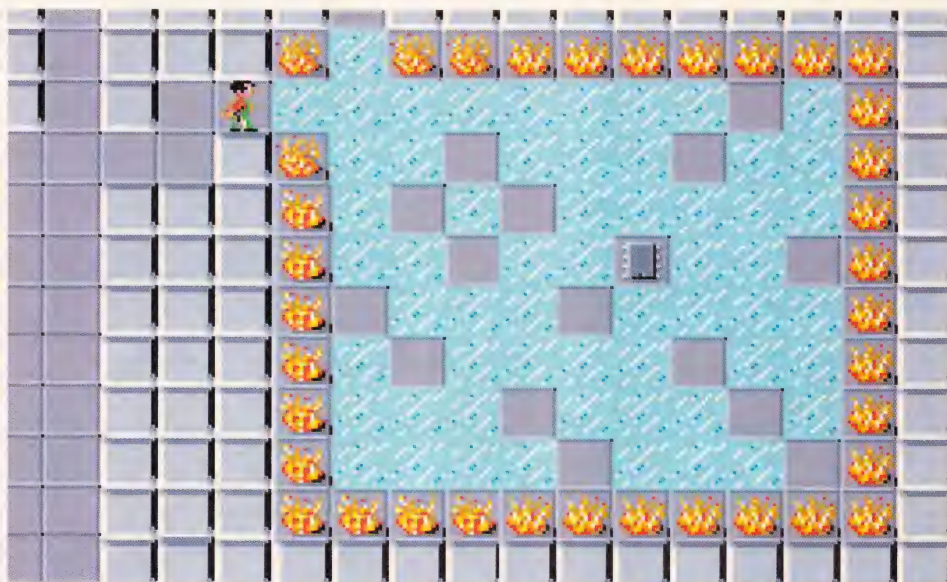
You must use a yellow key to open a yellow door.



u into a



Spiders are just one type of unfriendly inhabitant.



Standing at the entrance to the small, slippery problem, you must use your puzzling skills to work out a way of getting the microchip in the centre of the screen. The problem is that when you step on the ice, you carry on sliding until you reach dry ground! It is recommended that you avoid skidding into the miniature fires.



Now you can buy the games featured on ST Action's amazing cover disk with ease and confidence – direct from the magazine itself! Just look at the amazing savings and watch out for those games specially recommended by the ST Action team.

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- 7623 ☐ Chips Challenge£17.99 (Save £7!)
- 7622 ☐ Suzuki Bike Racer ...£19.99 (Save £5!)

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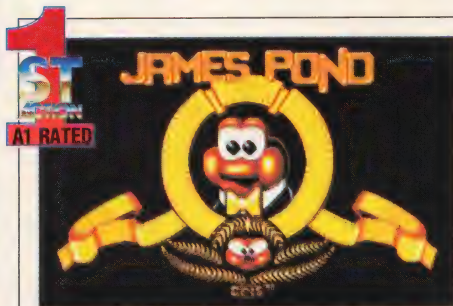
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You've played the demos – You've read the reports – NOW BUY THE GAMES AT KNOCKOUT PRICES!



JAMES POND

James Pond, licensed to Gill! There's never been a game quite like this before!

Assuming the role of James Pond (presumably played by Prawn Connery!) you must take on the evil Doctor Maybe and stop his wicked plans to pollute the world. With 12 missions to complete this is a game which will keep even the best gameplayers occupied for weeks.

"a completely original idea and these days that makes a refreshing change." STA Jan 90

RRP
~~£24.99~~

OUR PRICE
£17.99



CHIPS CHALLENGE

Frustrating, infuriating, or just plain addictive? Chips Challenge is real time puzzle action taken to its limits.

One way passages, sliding floors, exploding bombs and mutant meanies are just some of the hazards you'll encounter on your way through 144 levels of complex mazes. If you've played the demo you'll already be hooked so why not treat yourself to Chips Challenge – you may not complete it but you have a great time trying!

RRP
~~£24.99~~

OUR PRICE
£17.99



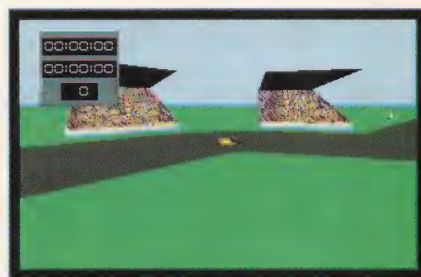
STRIKER

Slip on the number nine shirt, listen to the roar of the crowd, and prepare to stun them with your dazzling talents.

Impressions novel approach to the theme of computer soccer requires you to master 12 different soccer skills including passing, throw-ins, dodging and weaving, penalties and many more. Only when you have practiced and perfected these important skills can you take to the pitch for a full first team game.

RRP
~~£24.99~~

OUR PRICE
£17.99



SUZUKI RACER

First Gremlin brought you Supercars, then there was Lotus Esprit Challenge, only last month they thrilled us with Toyota Rally – now they bring you speed of the two wheeled variety.

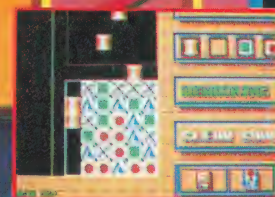
Suzuki Bike Racer is a complete simulation of the thrills and spills of top class motorcycle racing. Featuring state-of-the-art 3D vector graphics it has stunned everyone who has seen it in action. Don't get left on the grid – buy Suzuki now!

RRP
~~£24.99~~

OUR PRICE
£19.99

PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

Plotting



"...plays brilliantly. An absolute must for puzzle fans". Sinclair User
"...it's simple, but it's dead hard... more exciting than many other puzzle games - tricky, but also very addictive." Crash
"...fun to play and will keep you addicted for hours on end. A good game that is sure to please." Amiga Action

It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

ADDICTION!

Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?

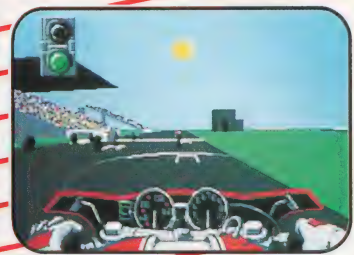
TITO

ocean

CBM AMIGA - ATARI ST

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TEAM SUZUKI



Screen shots from Atari ST version.



- Ultra fast filled 3D simulation.
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- 16 challenging circuits.
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- Full Grand Prix season.



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ONLY GREMLIN CAN DO THIS





ST Action is keen to acknowledge the fact that you, the consumers, are the most important judges of whether software is good, bad, indifferent or downright dreadful.

We have therefore developed the ultimate in games rating systems, a system like no other before! No longer do you have to place your trust into the hands of a reviewer. All ST Action's scores are now decided by the people for the people (with a little help from our team).

Punter-panelist open sessions

STA holds regular open sessions, during which ST owners are invited to play the very latest games for their machine. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game, thus making sure everyone sees every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team uses these questionnaires as a primary source of information.

So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds – a team of talented and experienced reviewers and an army of enthusiastic consumers who know what it's like to spend £20 or more on a piece of computer entertainment software.

The Punter-Power™ score panel

The ST Action Punter-Power™ score panel was created to best display the findings of the punters. By simply taking a quick glance at the panel, you'll be able to determine just how good a game is.

Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title and price. Finally, you'll also notice the Punter-Power™ Pie Chart.

And there's more...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts.

We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. With this new technology you can now see even more aspects of the games in the form of our perfectly joined Digi-Scape™ sequences showing how the detailed mechanics of games work.

There's also the feature we've christened Roll Call™ – enlarged, colourful pictures of the major characters in the game, taken straight from the screen. A lot of time and effort goes into producing these to add to your enjoyment of the review.

Labelled screen pictures are also used to point out important sprites, icons and other graphic detail. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

Calling all potential panelists

If you live in the Manchester area and would like to be a Punter-Panelist why not drop us a line. We're currently creating a database of willing volunteers who would like to take part and everyone is welcome.

So, if you'd like further details write (including your phone number if you have one) to:

Alan McLachlan, STA Punter-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

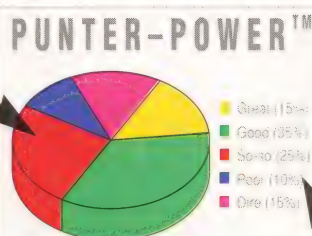
THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided in to five colour coded sections. By looking at how large each section is you can tell what proportion of our panelists had what opinion of the game.

Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

Gameplay is above sound and graphics for a reason – we know it's more important! Gameplay is the factor behind whether your £20+ investment will stand the test of time. Ratings from 1 (Noughts and Crosses ZX81 style) to 10 (More fun than a night with Kim Bassinger!). The example here shows a score of 7 which is good.

Pretty simple really – it's the good old bar chart. How good the sound and graphics are – from 0 (none at all) up to 10 (state-of-the-art). The example shows 3 for sound and 8 for graphics.



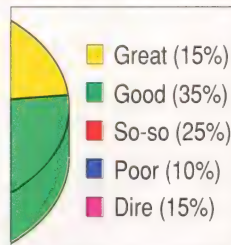
GAME: SAMPLE GAME
PRICE: £19.99

Throughout our testing, the thing that became obvious about Sample Game is that it has real depth of gameplay. No sooner have you completed one brain teaser than the next is upon you. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effects. Overall a very interesting game.

GAMEPLAY: [Bar chart showing 7/10]
SOUND: [Bar chart showing 3/10]
GRAPHICS: [Bar chart showing 8/10]

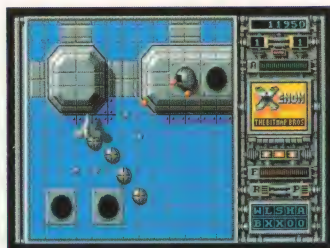
RATING=75%

If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator – read the review as a whole to get the complete picture.



The key on the left of the pie chart details what level of appeal each sector colour represents. These appeal levels correspond to what each Punter-Panelist thought of the game in question from 'Great' right down to 'Dire'. The key also gives the exact percentage of panelists voting for each level of appeal. In this example, 15% of panelists thought the game was 'Great', 35% thought it was 'Good' and so on.

The comment text summarises what the reviewers and panelists thought of the game. This text has been designed to highlight reasons why games were marked up or down.



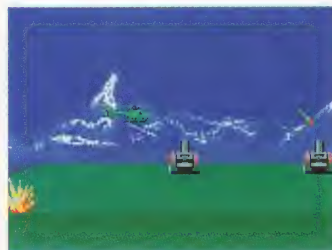
XENON

virgin games

PRICE £7.99

Sent to the frontline by Captain Xod in your Federation fighter you must battle your way through 16 enemy zones collecting supplies for your fleet.

One of the Bitmap Brothers' first releases and still a classic shoot'em-up. Well worth a release on the budget market as it is by no means shown up by today's offerings.

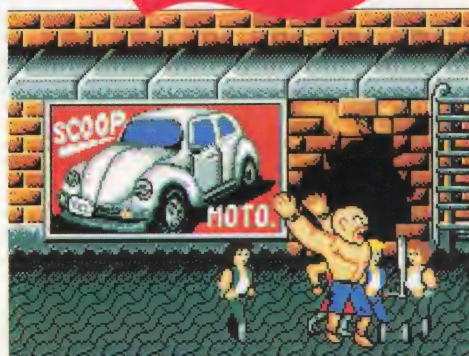


SILKWORM

virgin games

PRICE £7.99

War has gone Green. Nuclear weapons have been banned and civilisation has returned to low-explosive weapons with high delivery rates. All of the generals are not happy though and want a return to nukes. It is your mission to take out all the generals so that earth remains safe from the power-hungry maniacs intent on taking over.



DOUBLE DRAGON

virgin games

PRICE £7.99

Another arcade conversion makes its way into the budget ranks. This time (for a change) your girlfriend, Marian, has been kidnapped by the nasty Black Warriors and you must free her using all your Kung-Fu prowess. Beat your way through the five different scenes in the name of love and passion. Save the girlie and you can live happily ever after.

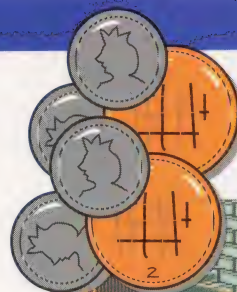


GEMINI WING

virgin games

PRICE £7.99

Another budget shoot'em-up arrives and this time you must blast away the Mutant Alien Scum. Every civilised race in the galaxy has declared war on Earth. As a Gemini wing pilot you must fly your craft and fight the good fight, picking up extra weapons (gunballs) along the way to increase your chances of victory.



LAST NINJA II

ocean hit squad

PRICE £7.99

In Last Ninja II you take the role of Armakuni, a ninja warrior of extreme skill and power. After seeing your disciples kidnapped at the hands of the evil Shogun, Kunitoki, you must venture into his lair and rescue them at all costs and finally put an end to Kunitoki's evil reign. With six levels to negotiate, Last Ninja II is well worth the asking price.



BATMAN THE CAPED CRUSADER

ocean hit squad

PRICE £7.99

You take the role of Batman, the legendary caped crusader, as he walks through the dark nights of Gotham City. In two totally separate arcade/adventure games you must defeat the fiendishly cunning Joker and then, whilst freeing Robin from the roller coaster, stop the maniac Mr. Cobblepot - alias the Penguin. Batman has lots of puzzles to rack the brain and a good slice of action too!





BLASTEROIDS

us gold kixx

PRICE £7.99

You must defeat the evil Merkon and regain power of control over the universe. You can play a one player game or, for more fun, a combined two player game offers much more action. The game plays similar to that age old coin-op, Asteroids, in the sense that your ship rotates separately from your gun and can be controlled individually via the two player option. With plenty on screen to blast, your gonna need two players to cope!



THUNDERBLADE

us gold kixx

PRICE £7.99

In Thunderblade, your mission is to fly up or through the screen blowing away anything that gets in your way. Not only is a good trigger finger necessary but also the ability to manoeuvre your helicopter between various obstructions such as skyscrapers and rocky mountains. Your craft is armed with all the latest hi-tech weapons but even that may not ensure victory!



MIG 29

codemasters

PRICE £6.99

Never before have you been given the chance to pilot one of the world's most sophisticated Eastern Bloc fighter craft.

You'll be confronted with the frightening task of destroying the advancing allied forces, which includes swooping low, making strafing runs against tanks, and other armoured vehicles.

As if that wasn't enough to contend with, battleships and enemy fighters will try to put an end to your unenviable job.

Budget Games



BARBARIAN II

us gold kixx

PRICE £7.99



Taking the role of a male or female barbarian, armed with an axe or a sword, you must fight your way through four levels of action. Your mission is to find the evil wizard Draxs, who, in the first Barbarian, was holding the princess captive. After you find your way through to Draxs' lair, destroy him and then you can retire and live happily ever after.



SUPER HANG-ON

ocean hit squad

PRICE £7.99

When the coin-op of Super Hang-on was converted by Activision, everybody went crazy. Now Ocean Software have got the rights to it and are re-releasing it on their budget label, the Hit Squad. The task ahead of you is to race against the clock around various countries of the world and finally race your way to victory on the hardest of the three courses, Asia.



Finale Elite £24.99

Paperboy: Paperboy sees you in the role of an American newspaper boy, trying to deliver your papers on time. Unfortunately, the job is not as easy as it sounds with various hazards all out to obstruct you in your pursuit of excellence.

Ghost 'n' Goblins: In Ghosts 'n' Goblins you must rescue the



beautiful maiden from the clutches of the evil Overlord. With four levels to play and extra weapons to pick up, Ghosts 'n' Goblins is quite a trip into fantasy land.

Overlander: The year is 2025. You are the Overlander, a man who runs errands for money and fame. With a customised car and a pocket full of cash, you brave the world after the nuclear fallout armed only with what you can afford.

Space Harrier: Our hero is on the scene to save Dragon land, a



place that is occupied by barbaric and evil creatures. Space Harrier, an action packed adventure that puts you in mortal combat with aliens from another planet.

Frank Bruno's Boxing: In the form of Frank (know what I mean 'Arry) Bruno in your pursuit of the Heavyweight Championship of the World, you must successfully defeat eight different boxers from around the four corners of the globe.

Hollywood Collection Ocean £29.99

Robocop: Take on the role of avenging angel as you dish out a



good dose of rough justice to the perpetrators of evil and lawlessness. Stop Dick Evans' attempt to

take full control of old Detroit and return it back to its normal condition.

Ghostbusters II: You take the role of the Ghostbusters, hitting the streets in the ectomobile and gettin' your business back on the road. Vigo the Carpathian won't stay dead and there's a river of slime floating under New York.

Indiana Jones Last Crusade: You're going on the greatest history lesson of all time. With Indiana Jones, you must locate the fabled Holy Grail and remove it before the evil German archeologists find it. Have you got what it takes to tackle the four levels of arduous action?

Batman the Movie: You play Batman, a shadow in the darkness, as elusive as a dream. Stop the evil Joker's plans to kill everyone, using the fatally funny Smilex gas.



Fight your way through five hectic levels before reaching the final confrontation with the Joker himself!

Platinum U.S. Gold £24.99

Forgotten Worlds: Emperor Bios, the god of destruction, has begotten eight evil gods who were destroying all known civilisation. The spirit of people's angry minds created two super human warriors to fight back against the evil



demons. Their task is awesome for Emperor Bios is protected by three Demi gods including the Golden Dragon.

Strider: As Strider, your task is to infiltrate the Russian Red Army and return enemy secrets to your superiors. Your mission begins in Red Square and after fighting off KGB agents there, you must battle your way to the snow capped peaks of Siberia to confront both the elements and the enemy.

Black Tiger: Long ago, three evil dragons descended from the skies and brought a nightmare of darkness and destruction to a once peaceful kingdom. From this

suffering, emerged a powerful and brave warrior known only as Black



Tiger. You take on the role of Black Tiger and enter a fantasy world of absorbing action.

Ghouls 'n' Ghosts: Once again the Princess has allowed herself to be kidnapped, causing you, as the hero, unmentionable grief and tor-

get out your scarf and gloves and go for glory.

Games: Summer Edition: this has you competing in archery, hammer throwing, pole vault, cycling and so on. from the olympic village you can choose what order you wish the events to run in. As with Winter Games, a number of people can participate so you can hold regular competitions with your friends.

California Games: The action moves to the western coast of the U.S.A. and the events are all unusual and American. They include Foot bag (kicking a small

Compila Com

ment. Can you help Sir Arthur in his quest to rescue the Princess Hus? Five pulsating levels of heart stopping action await you. Dare you take the challenge?

Sporting Gold U.S. Gold £29.99

The Games Winter Edition: Take part in events surrounded by a wondrous winter landscape in your quest for gold medals. You can choose from scary, death-



bag filled with sawdust up the air and trying to keep it up there as long as possible) and surfing which speaks for itself really.

Heroes Domark £29.99

Barbarian II: This is the only game that hasn't come from a film tie-in and features a hulking hero wandering around the barren lands hacking the heads off anything that comes within range. A good sequel which deserves its re-release on a compilation. Barbarian might be an unlucky hero



defying stunts such as the ski-jump or more sedate, lady-like sports such as figure skating. So

but if certainly earns his place on this compilation.

The Running Man: Being the lucky chap/chapess that you are, you get to control Mr Schwarzenegger as you take your



place in the greatest game show on Earth. Win (nobody ever has) and you get to live. Lose and

waves in order to destroy the Death Star. The attack waves come in three sequences: The Dogfight in Deep Space, Through the Towers and Down the Trench. If the Force is with you then you may have a chance.

Wheels of Fire Domark £29.99

Turbo Outrun: Turbo Outrun is first off the grid and is of course the sequel to the arcade hit Outrun. This time the car is a Ferrari F40 and you must try to complete a gruelling 16 stage race before the time limit runs out on you. So make sure your seatbelt is buck-

as the best driver around. Be assured though, it won't be easy.

Hard Drivin': The final game included is Hard Drivin' and this sees you racing around a normal track or if you wish, a stunt track



which includes a loop-the-loop and various other exciting bits. Fast graphics helped the game to become the success that it was.

Master Mix U.S. Gold £29.99

Super Wonder Boy: This is the sequel to the popular arcade hit, Wonder Boy. The game is basically a sweet, cutesy kind of arcade adventure where (as usual) you must defeat the nasty, evil baddie who is threatening the world.

Thunder Blade: Converted by U.S. Gold from the massive arcade smash hit. You must fly your mili-



tary chopper through the city trying to kill off as many of your enemies as possible. Watch out for land-based attacks from tanks and so on.

Crack Down: Remember Gauntlet? Well this clone sees you



running round a similar type maze like a madman trying to get out. Before you do so though you must set off a series of bombs in order to destroy the evil Mr. X.

Turbo Outrun: Appearing on its second compilation this Christmas comes Turbo Outrun. It's still the sequel to Outrun and was still very popular in its day. Once again, take your F40 out for a spin and have fun.

Dynamite Dux: Yet another cutie game, this time featuring nice cartoon-like graphics. You and a friend must fly through the game's various levels in order to try and

rescue your little girlfriend who has been kidnapped by the local nasty.

TNT Domark £29.99

Toobin: In this popular and original arcade action game you must ride the white waters of the rapids whilst inside your truck's inner tube. Go out toobin' with The Tube



Dudes and try to complete the various challenges put forward to you, the Tube Star.

APB: You are Officer Bob in a wacky game of cops and robbers. You must survive high-speed chases, dangerous arrests and shoot outs all in cartoon style graphics. Choose your mission and hit the streets. Get Officer Bob out on the beat and bust a few crooks. Fail and you will thrown into the bins along with all the other garbage.

Hard Drivin': Also appearing on its second compilation this Christmas is Tengen's Hard Drivin'. Billed as the ultimate drivin' simulation, in it you can now experience the thrills and spills of its arcade parent in the comfort of your own home instead of trekking down to the original. Smooth 3D make up the world that is Hard Drivin'.

Xybots: Described as the ultimate double action, split screen game. You must always keep one step ahead of the deadly alien robots. Xybots can be played with either one or two players, thus increasing the fun. Clear the levels quickly and you will be awarded the keys to the next level.

Dragon Spirit: Here you must find out if you have the Dragon Spirit by scorching your way through the eight levels and defeating the nine terrifying end of level beasts. Your dragon can



bomb and fire simultaneously but even this awesome power is not always enough as your enemy are armed with catapults and other various weapons of destruction.

ations piled

you're dead. Battle through the various Stalkers that come to get you.

Licence to Kill: This time as 007 you must stop the evil Sanchez from dealing his lethal drugs. Three varying scenes make up the game, but you'll have to be



good to complete them all and beat everyone of your enemies in order to save the world as only you know how.

Star Wars: You play the part of Luke Skywalker as you fly your X-Wing Fighter through the attack

led, get the blonde beach babe in the passenger seat and off you go.

Chase H.Q.: This is another arcade conversion and sees you in a special division of the police that deals with dangerous criminal activity. You must hurtle down the road until you find the suspect's car and then you have to ram it off the road and complete the arrest.

Power Drift: Probably the weakest game on this compilation. You



must speed around the various tracks at breakneck speed to see if you can maintain your reputation

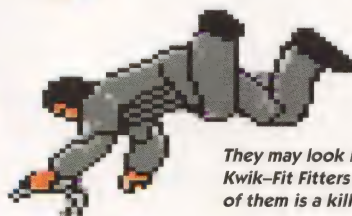
MEET THE PEGASUS' CREW – THEY'RE THE BOYS TO TRUST!



You have just 24 hours to unmask the assassin. How good are you?



These fine chaps control what goes on up there.



They may look like Kwik-Fit Fitters but one of them is a killer.



Murders in Space

I N F O G R A M E S

Space, the final frontier and so on. There are dark deeds occurring out in the black unknown, on board the orbital station Pegasus to be exact. Somewhere a killer is waiting, and so far he has been unsuccessful. His attempt on the life of the mission commander Philippe Amiot failed, but still nobody knows who it was, only that it must have been one of the crew.

Joining the Pegasus as a visitor, you play undercover space detective Dick Anderson. Only Commander Amiot knows your true identity but he will not jeopardise your cover, so you'll get nothing out of him – walls have ears you know.

Because of technical reasons you have to return to Earth on the next shuttle which leaves in 24 hours. That means you only have one day to find the would-be assassin before he can strike again. As

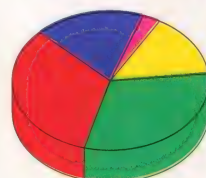
far as the rest of the crew are concerned you are just a regular visitor to the ship so the criminal has no reason to be suspicious.

Each crew member has a secret to hide and as you move through the game you should be looking to discover what it is and whether it will allow you to corner the villain. A click of the mouse button over the Secrets section will allow you to see what you've discovered at any time during the game.

The game is controlled for the most part with the mouse switching between your character and a pointer which can be positioned over anything and then examined. By locating this pointer over the face of your character in the bottom right of the screen you can access either thought or speech mode.

Thought mode is activated by clicking on the forehead and allows

PUNTER-POWER™



GAME: MURDERS IN SPACE
PRICE: £24.99

RATING=77%

Infogrames are producing some really nice games at the moment and if they keep up this present standard their games will become the ones that the punters are waiting for in the shops. French games have usually kept to a high graphical standard and happily Murders In Space is no exception.

If brain-bending games are your cup of tea and you're a bit of a closet detective then this will be right in your orbit. Sherlock Holmes in space. Nice idea!

GAMEPLAY:

SOUND:

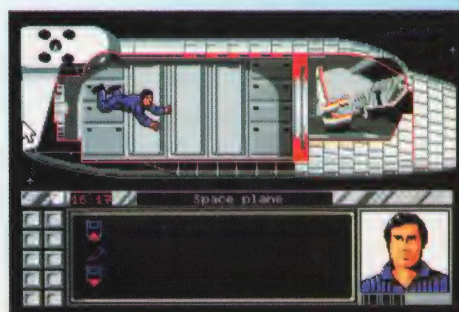
GRAPHICS:

you to access such commands as "I wonder what this does?" which in turn will give you an explanation of a piece of equipment. Speech mode not entirely surprisingly lets you communicate with the other characters in the game and is activated

with a click on the mouth.

Throughout the game you are required to interrogate the crew in order to gain clues. Care has to be taken here not to miss anything, as one missed hint could lead to you getting stuck deep in space.

IN SPACE NO-ONE CAN HEAR YOU SCREAM...AGAIN



Arriving at the Pegasus space station you prepare for your investigation. Try not to blow your cover.



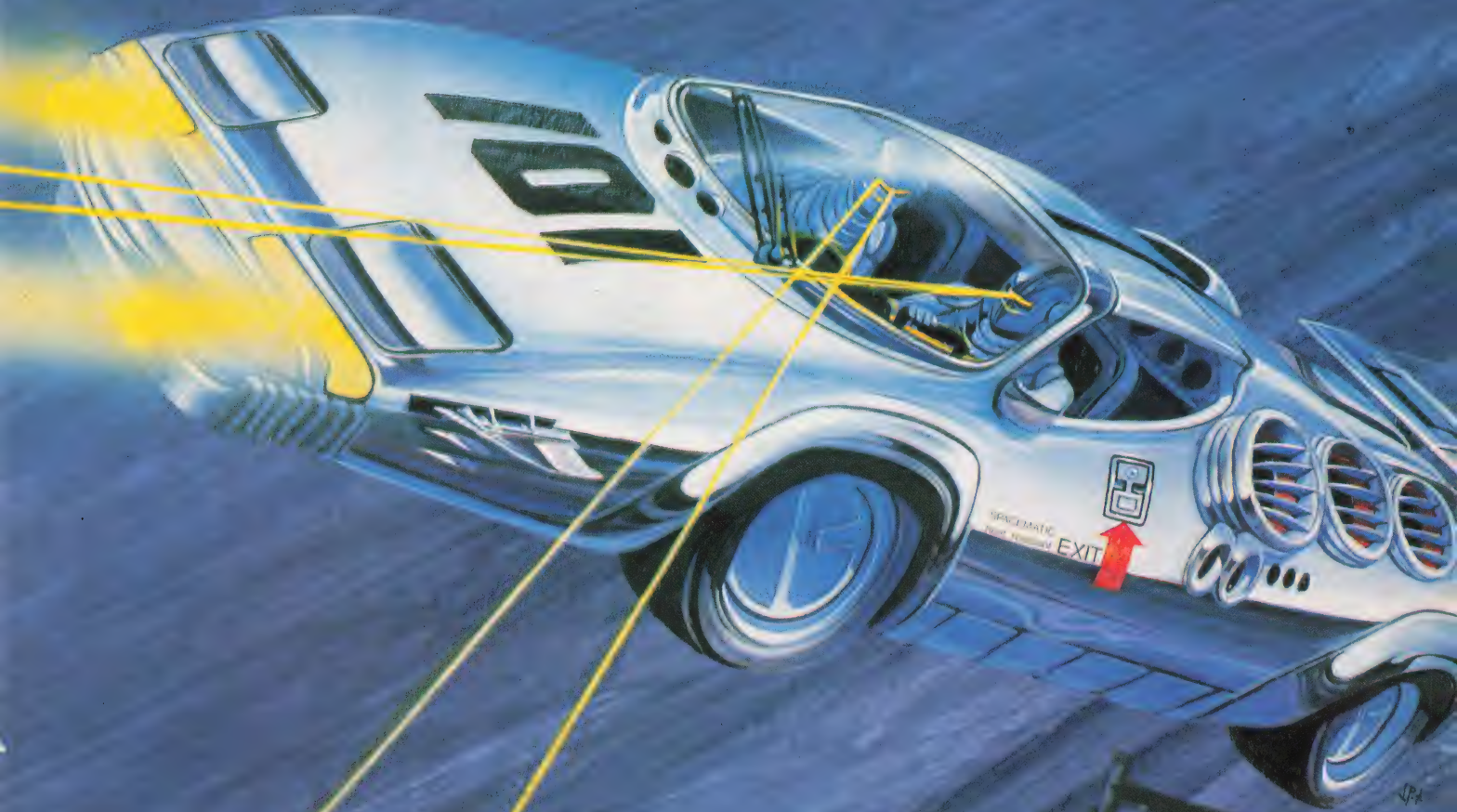
Moving through to the recreation area you are surprised by its lack of use.



Finally you find some signs of activity as you reach the home area. Here are some of the crew relaxing.

S P O R T S D R I V I N G

Do you want to drive in the Fourth Dimension?



From DSI, the creators of Test Drive™ and The Duel: Test Drive II™

Mindscape and award winning developers DSI bring a new era of games to your home computer with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real.

4D Sports Driving lets you loose on the most amazing test track ever built in the fastest and best cars the world's motor industry have ever created. This is the ultimate proving ground where you can test these super cars to destruction - literally!

Take your pick from cars like Porsche, Ferrari or Lambourghini and put them through their paces on stunts including the nerve-rackin' 360° loop the loop, jumps, the topsy-turvy tunnels and the heart stoppin' pipe!

4D Sports Driving presents you with a large selection of 'ready to race' tracks to really test your skills to the limit together with a comprehensive editor to create your own 'nightmare' track.



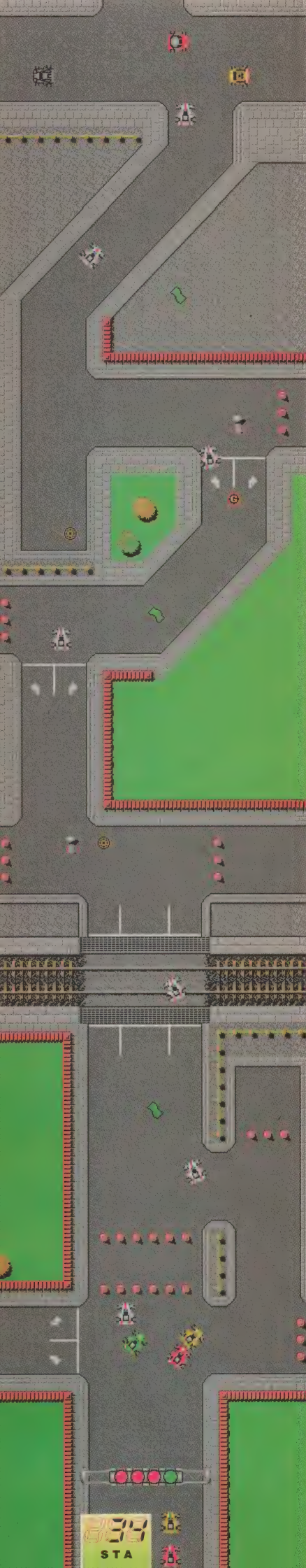
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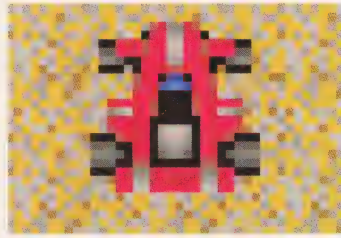
For further information on Mindscape products
and new releases please call: 0898 234 214
Calls charged at 33p per minute off peak
and 44p per minute at peak times.

IBM PC & Compatibles, CGA, EGA, VGA/236
or Tandy graphics, Roland Soundblaster or Adlib
sound cards. Amiga and Atari ST available
January 1991.

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The ultimate car for the ultimate driver! The Formula One moves like lightning but burns fuel just as fast!



Hurling along a winding road in a souped-up car is the basic idea behind Nitro. The ultimate aim of your speedy manner is to win the Championship of Champions, but there are always three equally fast opponents who are intent on winning the title for themselves. You must race to win, for nobody is interested in a loser.

The action takes place over four different stages with eight levels to a stage. You have a choice of three racing cars where certain ones are better suited to certain levels. The Formula One vehicle is the quickest on tarmac and should therefore be used when tearing through the City stages. When playing through the forests, the sports car is the best, and in the desert, you will find the Turbo Buggy most favourable.

However, there is another consideration that should be taken into account and that is concerning fuel.

Some cars are more fuel efficient than others. As fuel is a very important aspect of the game, you should think very carefully about which car to choose. Level changes should also be anticipated because you may suddenly find yourself stuck with a Formula One when trying to whizz through a desert course.

The final Apocalyptic level is a combination of tarmac and off-road racing so the decision of which car to drive is more of a personal preference. Beware of pot-holes and crevasses appearing in the road, though, as they will cause your progress to suffer should you drive into them.

Fortunately, there are a number

of tokens that can be found scattered about the playing area. They have various effects such as giving you extra fuel, cash, points, nitro boost, and double headlights when you are driving at night. The darkness falls every four levels.

What, you may ask, is the cash for? Well, it's to keep you in funds so you can buy add-ons at the end of each level. If you want to ensure victory on the later courses, you'll have to dig deep into your pocket and cough-up with the green stuff, otherwise you'll begin to trail your opponents because your car isn't powerful enough, and any points lead you may have managed to gain will begin to diminish, slowly.

Nitro

PSYGNOSIS

HELP OR A HINDERANCE?



The local council workmen inconsiderately leave cones behind in the road. If you hit one, your car speed will reduce until you're at a standstill.



Gas icons add one hundred units of fuel to the total already in your petrol tank. Accumulate as many as you can so you can spend your money on other items.



You may occasionally race into some glue. This will drastically slow you down causing valuable time to be lost. Try your best to avoid it at all costs!



Manhole covers aren't much of a danger. By running over them, your car will shake causing you to lose control momentarily but the problem is soon overcome.



Occasionally, a pound note will flutter across the screen. These will give you extra money if you drive into them, as do the icons with a 'C' in the centre.



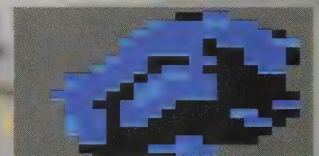
Ramming into a pedestrian can be good or bad. Sometimes, they just slow your progress but on certain levels, you can gain bonus cash by killing them!



Points don't have any significance on the final outcome of the race. However, they do give you the opportunity to increase your score somewhat.



On the main roads that cross your path, trucks come roaring along and will prevent you from crossing at the junctions until they have gone and the way is clear.



If you should drive over a puddle of water, your car will skid uncontrollably off the road and time will be wasted while you recover from the incident.

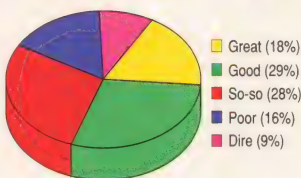
O

S I S

Controls are simply left and right, with acceleration achieved by pressing fire and braking by letting go. Being a vertical scroller, you can safely presume that the controls are extremely easy to master, allowing you to concentrate on achieving that all-important win. You are allowed up to three human competitors with the computer controlling the remaining numbers.

Points and bonus fuel are gained for winning. The higher the position you finish, the more points and fuel you earn, and you'll need everything you can scrounge for it is no easy task trying to win the overall championship. Step on the gas and roar to glorious success!

PUNTER-POWER™

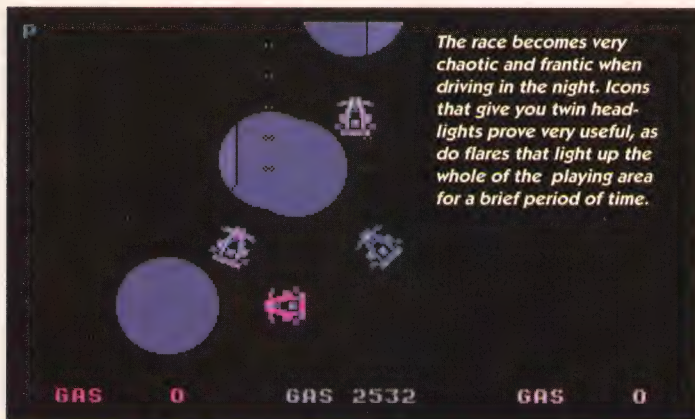


GAME: NITRO
PRICE: £24.95

Even though Nitro's graphics are a little simplistic, they fulfill what is required of them admirably. They are smooth, reasonably fast and colourful, with good collision detection. Sound is kept to a minimum with the noise of your engine whirring away. The computer offers a challenge, and racing against your mates is really enjoyable - you'll never reap full value for money if you don't get them participating in Nitro with you! The only question hanging over the game is its lastability as the number of levels is a little too small and the gameplay is a little too similar.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=82%

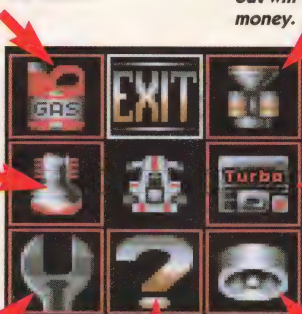


SHOPPING FOR SUCCESS

Gas is very cheap and will need to be bought if you want to reach the end of the various stages.

The nitro booster will give you a terrifying rate of acceleration, leaving the others looking on in wonder!

Repairing the damage to your car will enhance your performance and is worth the asking.



For a very small cost, you can change your car to one more suitable for the following track.

A more powerful engine that will increase your top speed but will cost you a lot of money.

A turbo charger will give you quicker acceleration and is particularly useful on the starting grid.

New tyres will give you better traction on the road, preventing you from sliding on the corners.





Sly Spy

OCEAN

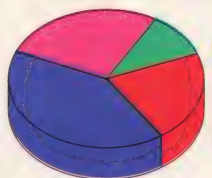
After returning home from yet another violent conflict in the Middle East, Secret Agent Sly Spy relaxes in a nice hot bath, unaware of the pandemonium running amok through the civilised world. CWD, The Council for World Domination, have sent a warning through to the President of America stating that they have acquired and armed a nuclear missile and in less than 24 hours they will launch it towards the United States of America, fulfilling their aim for complete world power.

You, taking the roll of Sly Spy, must fight your way through nine hectic levels of action, each filled with enemy soldiers and various objects to hinder your progress, disarm the bomb and apprehend CWD's leader - Blowsilk.

During the game you will be able to pick up different items that will increase the chances of you succeeding in your mission: different guns, bullets, extra energy, and the extremely powerful Golden Gun are all at your disposal.

The nine levels have been divided into four different scenarios: Sky

PUNTER-POWER™



GAME: SLY SPY
PRICE: £24.95

RATING=58%

After playing the coin-op version of Sly Spy, I had hoped for a pretty good conversion from Ocean. Unfortunately, I felt let down after seeing this effort. The graphics are well-drawn but the animation is stilted. Unlike its arcade counterpart, the character's movements are sluggish and unresponsive. The difficulty level is far too easy - on my first go I managed to complete it with two continues left. All in all, a poor game with very limited appeal.

GAMEPLAY:

SOUND:

GRAPHICS:

Diving, Motorcycling, Walking and Scuba Diving. On each level you must fight your way through the vast array of enemy soldiers, sharks, and ferocious Rottweilers and locate the end of level guardian and destroy him, her, or it. The levels have been set out so that you can go the wrong way but still end up in the right place at the right time. The guardians must be kicked or shot at to decrease their energy bar, resulting in their timely demise and your progression

through to the next level.

You start the game with only one life, depicted as an energy bar, and you can take about nine hits before you keel over and fall to the ground in agony. There is also a continue option available, which you can utilise three times to aid you in your mission.

After you have fought your way past the sharks and the other nasty bits, you will come to the final confrontation Blowsilk!



Swimming past the wrecked ship, you skilfully manage to avoid the killer shark only to be attacked by one of Blowsilk's menacing scuba divers. You must try to reach the gun before it's too late!



As the Sly Spy you will find yourself in all manner of scrapes. Having parachuted out of an aeroplane you find yourself chasing down town on your super-fast motor bike.

SLY SPY'S EXTRAS



CLOCK: Picking up the clock will give you extra time to stop CWD.



BULLETS: Collecting this will give you 50 extra bullets.



COLA CAN: Pick up the coke can and your energy bar will be increased.



MACHINE GUN: Gives faster rate of fire but uses up much more ammunition.

OPPOSITE NUMBERS



BLACK SEDAN: You must shoot the two henchmen and then the driver before you can get past this level.



JAWS: This metal-mouthed mutha' must be hit in the legs or head to be defeated.



SHARK: The shark must be hit several times with a harpoon gun before relinquishing his position.



TIGER: These animals will jump at you from all angles and take two bullets before going to animal heaven.



ODDJOB: Watch out for his steel-rimmed hat. Hit him in the head after he has thrown it to defeat him.

DARE YOU TAKE YOURS ?

**VIRUS ... ATTACK ... HUMAN ... ALIEN ... INVASION ... POISON ... MUTANT ...
CLONE ... REPRODUCE ... SURVIVAL? ... ANTIBODIES ... DEFENCE ...
ELIMINATE ... REPEL ... CURE ... YOU NEED...**

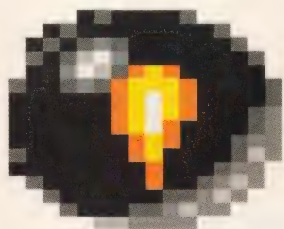


- 100% ray-traced graphics
- Ad lib and Roland sonic support (PC)
- 256 colours (PC VGA version) ● Specially enhanced Atari STE mode
- Limited edition special canister packaging
- Random copies feature extra prize winning opportunity!

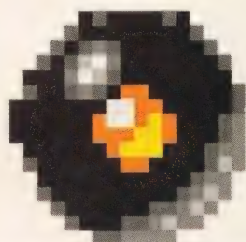


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SOWING THE SORCEROUS SEEDS OF DEATH



Dragonfire. This icon changes you into a dragon and allows you to breathe fire at your enemies.



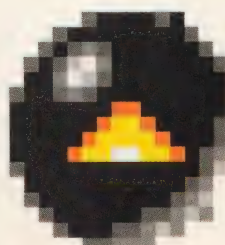
Circleblast. Pick this up and your weapon will begin to bounce circular bullets around the screen. This can be confusing.



Skull. Watch out for the skull icons as picking one of these up will cause something to go wrong (e.g. loss of your weapon).



Powerbeam. Collect this along your travels and you change into an eagle. This is one of the slowest of the spells.



Spreadfire. As you turn into an insect your weapon will revert to what you started with. This isn't so bad as it is quite powerful.



Wings of Death

THALION



The huge eagle of death sweeps down upon you as you try to progress.

The Wicked Witch of the West, Xandrilila, finally decided that the time was right for her attack. Sagyr the Sorcerer believed he had been strong enough to defeat her. He was wrong. The proof of this was there for all to see. He had been turned into a bat, and his castle, well that was overrun with Xandrilila's minions.

The attack had been inevitable. She was jealous of his power and wealth. Sagyr had taken it for granted that he was too powerful for her. That is why, on this fateful morning, he had lowered the castle drawbridge to end it once and for all.

Believe it or not, this is the complicated plot of Thalion's new shoot 'em up. As Sagyr the bat, you must fearlessly make your way through the seven levels of the game, blasting absolutely everything in sight, whether it moves or not, in order to make the castle yours again. You will find that you are under a constant barrage of fire from the game's nasties. Each hit that you take will reduce your energy level until you finally explode and lose a life.

You start the game with a feeble weapon that is hardly sufficient to get you through the first wave of creatures. Shooting the correct nasties, however, releases a variety of spells, each increasing or decreasing your firepower accordingly. These spells transform you into various flying

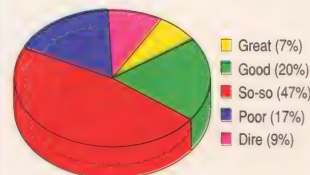
creatures such as eagles and dragons. Each creature has a different weapon, some more powerful than others. For example, Dragonfire is a stream of fire that burns anything in its path, whereas Thunderballs releases lethal spheres across the screen.

The thing that sets Wings Of Death apart from other shoot 'em ups is the ability to customise the program to your own individual set-up. This means that the more memory you have, the better the game will look. For example, if you are playing on a 1 meg machine then the graphics will be better than those on a 520ST. There is also a facility to use a Blitter chip should one be present.

The game features synthesised speech and digitised music throughout. Every time you pick up a spell, you are informed by a male voice exactly what it is you have obtained. Should you lose one of your lives, you'll hear an evil cackle from the Wicked Witch herself as she gloats over your miserable failure. The speech on the whole is clear and easy to understand, and should the tune begin to annoy you it can always be turned off at the options menu.

There is also a facility to save your highscores to the disk, should you wish to keep track of your best achievements for posterity.

PUNTER-POWER™



GAME: WINGS OF DEATH
PRICE: £24.99

The plot behind this one appears to have escaped from an RPG, but it is an interesting scenario for a shoot 'em up. The graphics are nothing spectacular on a 520ST, but the scrolling is smooth and fast. The sound is good throughout and the speech certainly enhances the game. Wings of Death is certainly an enjoyable game if you want a quick blast. Perhaps the only problem with the game is that it is slightly too easy to complete the early levels, although the later ones become fiendishly difficult.

GAMEPLAY: [Progress bar]

SOUND: [Progress bar]

GRAPHICS: [Progress bar]

RATING=70%



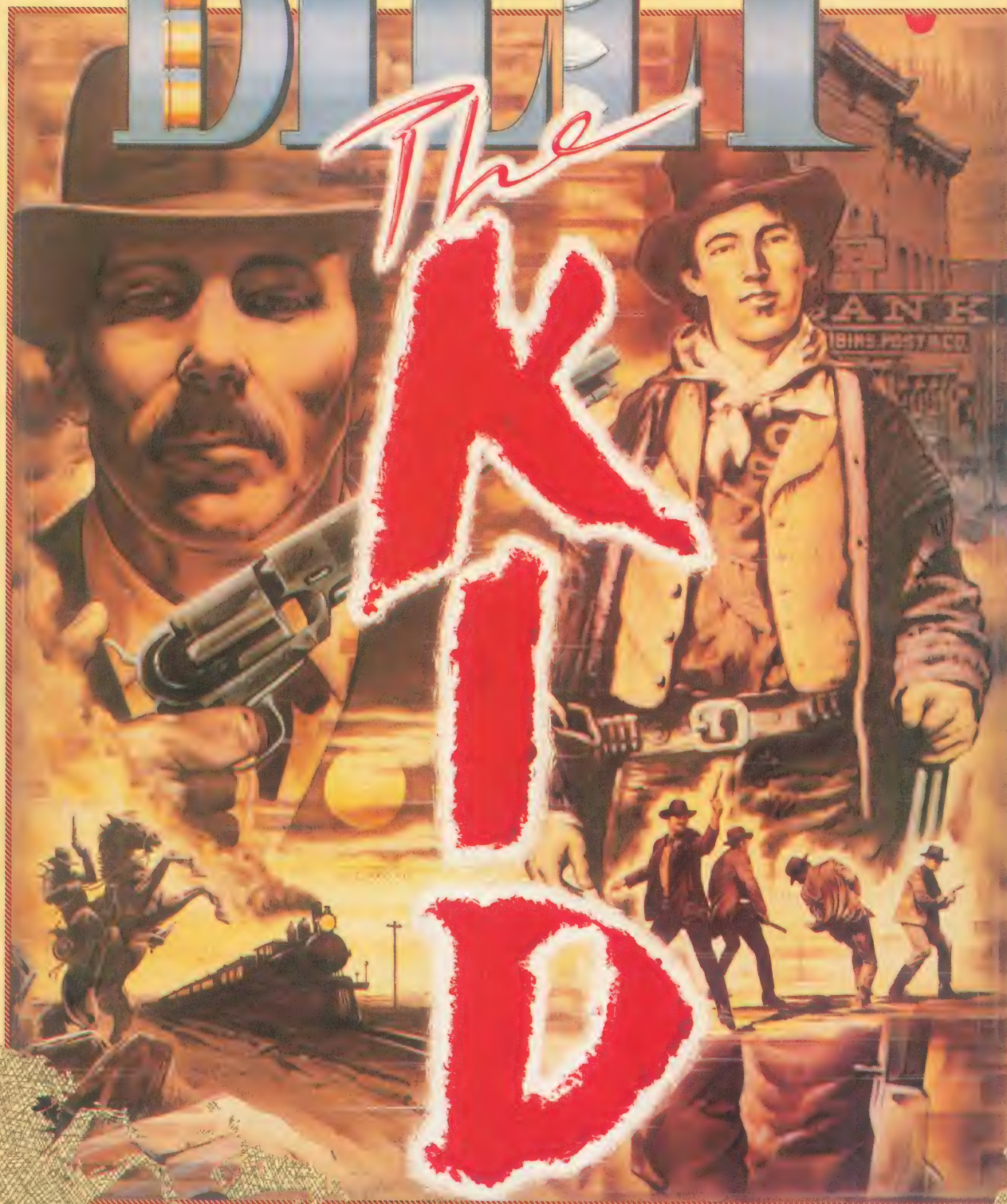
The fearsome level four guardian moves towards you in an effort to prevent you from recapturing your castle from his mistress.



Winging your way along level five you will encounter many different species from The Wicked Witch's menagerie. All are extremely hazardous to your health.

BILLY

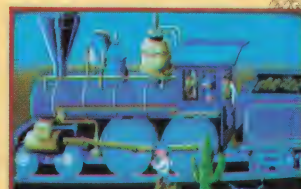
The
KID



ATARI ST

... **A HERO?**

CBM AMIGA





Team Yankee

E M P I R E

Following hot on the heels of Microprose's STA rated M1 Tank Platoon is Team Yankee. It is described as an 'action simulation' and that is exactly what it is. Whereas M1 was an in-depth simulation with an element of shoot'em-up to give the proceedings a little more excitement, Team Yankee is the opposite. The game relies on conveying enjoyment by the 'shoot everything that moves' formula rather than trying to give the player an accurate and detailed simulation. In a way, this is more favourable for people wanting to purchase a tank game, as they now have the choice of spending their money on a game that suits them the most.

Incorporated into the game is a practice option but if you're like me, then you'll want to dive straight into the action and begin the main battle. There are a number of battle scenarios, each having different objectives and set over different landscapes. You must successfully adapt to the

various scenarios if you want to improve your ranking and stay alive at the same time! Having a high ranking also increases your chances in battle as you have more authority. This allows you to give clearance for artillery support which could prove vital, especially when the going gets really tough. (Be warned - dropping shells on your own head is not recommended!)

Perhaps the most interesting feature of the game is how you have control over four platoons, with each consisting of various assortments of military hardware. There are battle tanks, armoured personnel carriers, and infantry fighting vehicles. Each vehicle is attributed with a morale and efficiency rating. Depending upon how well a vehicle does in battle will determine how its

attributes are affected.

A certain amount of firepower is at your disposal. You could find yourself shooting heat-seeking, armour-piercing, or long range anti-tank missiles. Alternatively, you could rattle off a few rounds from your machine gun. Defensively, smoke grenades can be

launched which will give you and your platoon a certain amount of cover from the enemy. You can see through the smoke by utilising your

thermal imager. However, similar tactics can be employed by the enemy, therefore you have to be very careful and continually aware of what is going on around you.

To move about the area, you have to access a map of the battlefield, and indicate with a cursor where you want to move to. Each pla-

toon is independent of each other so commands must be issued to each group. This is useful strategically, as it allows you to position your armoured units at different positions but cooperating with each other in the same operation.

Your speed of movement depends on the type of terrain you're moving across. Roads are the fastest to travel along, followed by grasslands, forests, and rivers. While driving over the slower terrains, you have to be cautious of where the enemy is, as you are extremely vulnerable to attack in such restraining circumstances.

A slight problem that sneaks into the gameplay, here, is that the only way to direct your tank is to access the map and change your destination point. This means that when you are under intense fire, you can't simply turn round and high-tail it out of there! What you can move is the gun turret but this doesn't take you out of



COMMANDING FOUR ENTIRE PLATOONS OF THE U.S. ARMY

This icon magnifies your map, helping you to pinpoint objects of interest more easily.

Informs you of your platoon number that is relevant to the view below.

Changes your view to that of the map. The map can then be scrolled about the whole area.

The binoculars enlarge your outside view, allowing you to spot objects previously unseen.

This will display the platoon's status including efficiency, morale and ammunition supplies.

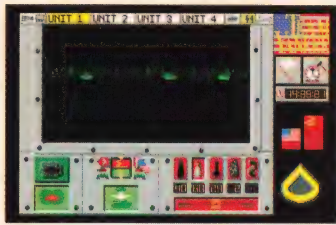
This shows your direction of movement and the bearing of your gun turrets.

Your formidable array of firepower! From left to right, they are heat-seeking, Sabot, TOW, smoke and machine gun.



The strength of the two opposing forces (ie: the Americans and the Russians) is shown by the height of the columns.

This illustrates your current rank. At the moment, you are a lowly Private but, hopefully, this will soon change.



Finding yourself cornered, you release a smoke capsule which screens you from the opposition. Use your image intensifier to destroy the enemy.

trouble – it just gives you the opportunity to fight back!

The game is controlled via the mouse and is mostly icon-driven. When in combat, you must move a small sight about the playing window, and shoot when you think you're in line for a direct hit (the automatic range-finding mechanism is very handy, although you don't have to use it). There are a certain number of keys that can be used if so wished. This saves time as you don't have to move the cursor about by means of the mouse.

If you want a solid strategy game, then Microprose's M1 Tank Platoon is for you. For a game with a little more action that still includes an element of strategy and simulation, then you're better off with Empire's Team Yankee. You may find the gameplay a little too easy once you become deeply involved, but you shouldn't be at all disappointed with Empire's efforts.

PUNTER-POWER™



GAME: TEAM YANKEE
PRICE: £29.99

There is a lot of fun to be had from Team Yankee. The graphics are attractive, and the sound is very effective. The controls are relatively easy to master and you will soon find yourself manoeuvring your cursor about the screen with speed and accuracy! The feeling of ambushing your enemy by suddenly emerging from trees, and sheltering from bombardment behind buildings is very successful and pleasing for the player. Yankee becomes progressively difficult as you tackle the various missions. It should appeal to all the strategists and instinctive killers among you!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=82%

FIGHTING FOR VICTORY



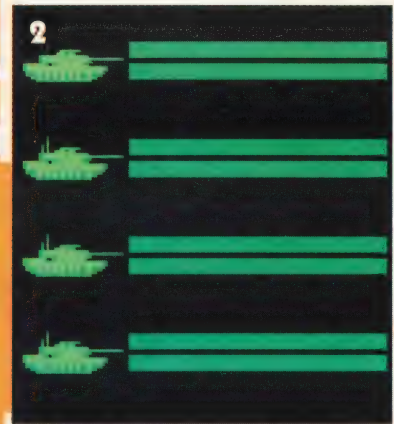
At the beginning of the game, you are given a mission briefing, informing you of your objective. All are extremely demanding although some are much easier than others.



By sending the platoon into the dense forest, you hope the trees will conceal the tanks so you can suddenly ambush the Russians from behind when they pass by.



The smoke screen slowly disperses and you begin to see the movement of shapes from beyond. When the smoke disappears, an incredible force of Russian armour is revealed.



Initially, you decide to take command of Platoon Two. It consists of four M1s which you feel would be a good offensive group. The next problem is where to position them.



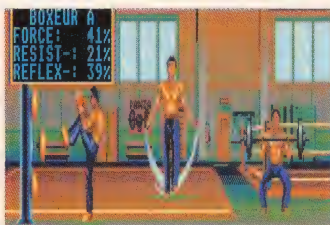
Your attention is drawn to Platoon Three who have sighted a smoke screen. As you look between the house and trees, you prepare yourself in anticipation of an enemy offence.



You manage to destroy three enemy tanks but the advancing force is too overwhelming for your platoon to tackle alone. You'll have to retreat until support arrives.

Kick Boxing

U. S. GOLD/FUTURA



Exerting yourself training may not sound the most enjoyable activity to do, but if you want to succeed against the toughest of opponents, you'll have to make the most of it.

Yet another beat'em-up appears on the ST. Kick boxing is a sport that allows the participant to use both feet and hands to defeat his opponent. If you think this sounds quite violent, then you'd be absolutely correct. In other words, it is the perfect sport to model a computer game around and is looking to erase IK+, Renegade, and Double Dragon II from your beat 'em-up memories.

The marketing people have cunningly used Andre Panza's name with the title. It would be interesting to see how much they had to pay to use the name with the game. After all, I can hear you gasping, 'Not Andre Panza!' Apparently, he is the kick boxing world triple champion. To be fair, he was supposedly consulted a lot during programming.

From the initial menu screen, you have a number of different options. You can access the details of all the boxers alive and kicking. This includes their Strength (the stronger the boxer, the more efficient his blows), Resistance (the more resistant boxer will take longer to KO), and Reflex (which deter-

mines a boxer's parrying abilities).

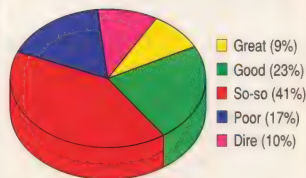
To increase your own abilities, you can attempt a touch of training. This consists of skipping, weight lifting, and kicking mobile targets. Skipping requires you to waggle the joystick from side to side as fast as you can, whereas the weights have you rotating your joystick around all the directions possible. The kicking session requires some reflex striking movements when a target exposes itself.

A unique feature of the game-play is the opportunity to select which fighting moves you want to be able to execute. There are over 50 possible moves but obviously they all can't be utilised when a joystick can only offer a combination of 16. Therefore, the moves you want to be able to use in a fight can be determined from the menu screen. Please note, though, that this feature is not available on 520STs unless they have a memory expansion.

When you eventually decide to fight an opponent in the ring, the whole mood of the game changes. You find yourself facing a strong, agile character in the dimness of a large arena. Within the number of rounds given, you either have to KO the brute confronting you or deplete his energy more than yours so that he's ready to drop before you. Energy levels are shown in the top corners of the screen and great care should be taken to ensure you're gaining the upper hand.

Fight one, fell one, and find yourself with a trophy and clawing up the rankings. The price on your head will rise and it's down to you to battle your way up to number one.

PUNTER-POWER™



GAME: KICK BOXING
PRICE: £24.99

Kick Boxing features some excellent graphics and realistic animation. It looks very arcade like and should be commended for the effort that has gone into its appearance. Apparently, the game took two years to program with the use of videos to capture every fighting move on film, and in terms of presentation, it most certainly tells. Unfortunately, the game doesn't offer much else. After recovering from the quality of the graphics, you'll find a repetitive game underneath. Punching and kicking one person after another gets tedious and the relatively decent sound hardly compensates for the gameplay problems. If you are a complete beat'em-up fanatic and are looking for another one to add to your collection, then you can't go wrong with Kick Boxing, otherwise you might be better leaving it on the shelf of your computer shop.

GAMEPLAY: [Progress bar]
SOUND: [Progress bar]
GRAPHICS: [Progress bar]

RATING=71%



The idea is to hit your opponent more times than he hits you. You don't seem to have got the gist of the game yet! With more practice, however, you should soon be striking back.



After taking an incredible amount of punishment from your opponent, your legs begin to wobble and you fall flat on your back - KO!

MOVES TO MASTER IN THE WORLD OF KICK BOXING



The shin kick is a quick and very effective move.



Duck inside and execute a quick blow to the body.



The head kick can leave other parts dangerously exposed!



The simplest move is the short, sharp body kick.



A roundhouse deals a devastating blow if you connect.



Punches to the head have very pleasing results.

DEFENDER II

Fly to Live – Live to Fly

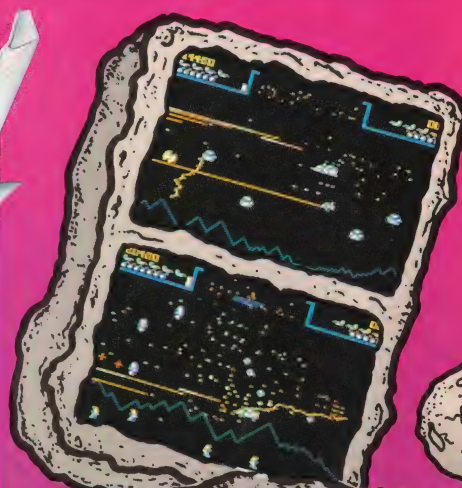
They're back and mean as hell! Five years after you last rescued the Earth, the battle begins again. The aliens are back to grab more humanoids and suck their brains dry. This time they have improved technique, experience and above all better craft, fortunately so do you. Hit your fractal Smartlasers, drop your Smart Bombs....



Screen shots from Atari ST format.



... DEFENDER
IS BACK
AND IT'S
BETTER
THAN
EVER.



Contains
3 Games in One:

- **DEFENDER II** – Dive into the all-new Defender II, one of the fastest games yet to hit the ST and AMIGA.
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

GIVING THE GAME AWAY – SMALL TIPS

I'm mean, I'm lean and I'm back with a vengeance (minus my poor car though!) but I'm not talking about that. Well, another month has come and gone since you last heard from me. This time round there's loads of tips for all you frustrated potential gamers, including the environmentally friendly Skidz and the jungle tripping Lost Patrol.

Remember, we need your help in putting together the Small Tips pages. So keep them coming in and if yours is a true original we'll send you the game of your choice. Send your contributions to: Giving The Game Away Small Tips, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.



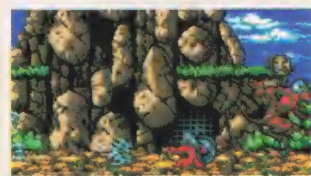
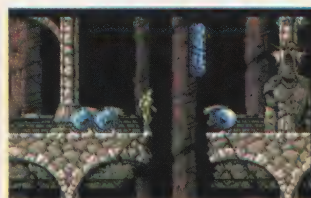
VOODOO NIGHTMARE

It's not as easy as it looks for Boots Barker and his jungle japes in Palace's latest offering, but there is a neat little tip when you are being harassed by hordes of creepy-crawlies intent on making you the main course.

Whether you have noticed or not the animals and insects all go to beddy byes at night leaving you free to roam around the jungle unhindered, but come dawn they're back again. At this point pause the game and you will notice that not everything stops: the game time still changes from night to day. So when it's night time you can unpause and continue playing. All thanks go to yours truly for that one.

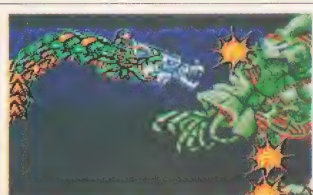
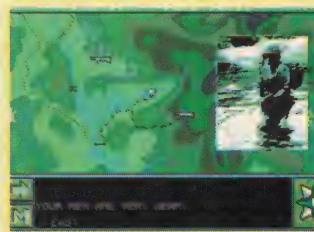
SATAN

This game was pretty well liked by us lot down here but still rather difficult, so this cheat mode sent in by Mr. J Chapman of Pendlebury will come in handy. On the first game, hold down ALT+1+D to receive infinite lives. On game two, holding down ALT+1+M will grant you infinite energy and credits. Thanks J for that one.



LOST PATROL

Nikki Kelly of Huddersfield, Yorkshire, has discovered that if you rest your party for only 10 minutes, you can restore two strength points and add two points to your morale without wasting any food. So keep doing it to bump your party up to 99 per cent.



DRAGON BREED

This shoot 'em' up can become quite difficult on the later stages, so this cheat from Pete Roberts of Sheffield should come in quite handy.

When the end of level guardian is loading in, hold down the left mouse button, Help and Undo. The screen should now flash purple and you will have disabled all collision detection. So no more excuses!



SLY SPY

For all you people out there own this average coin-op conversion here's a cheat mode.

When selecting your code number, use 0-0-7. At any time during the game type in 'Shaken not Stirred' and you will get yourself infinite credits, so you shouldn't find the game that difficult any more (don't forget to use 0-0-7 or the cheat won't work). Thanks go to those nice chappies at Ocean for this amazingly secret tip.



FAST LANE


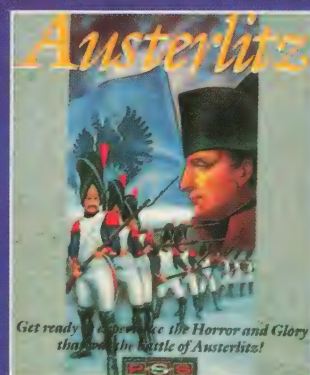
Tom Castle of Exeter, Devon has sent in this excellent tip for Artronic's Fast Lane. When you start your qualifying race, pause the game with F1 and then continue to play. The stopclock should now have frozen, allowing you to take your time completing the course but still end up in pole position.



JAMES POND

Having problems with Millennium's fishy offering? Not any more your won't. At any time during play, if you type in MR2 (that cracking Toyota car) an angel should appear providing invulnerability. My thanks go to Barry Johnson of Ryde on the sunny Isle Of Wight for that.

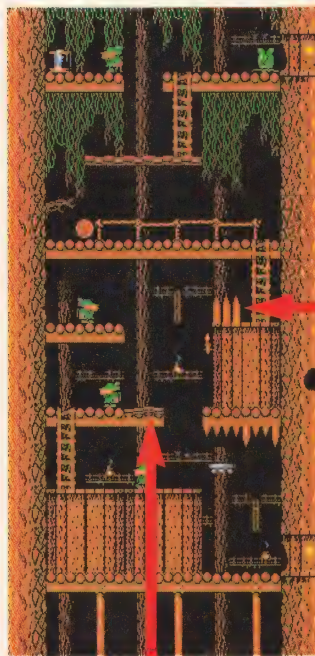
MIND GAMES



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Yet Another Giving The Game Away Mega-Digital Landscape!



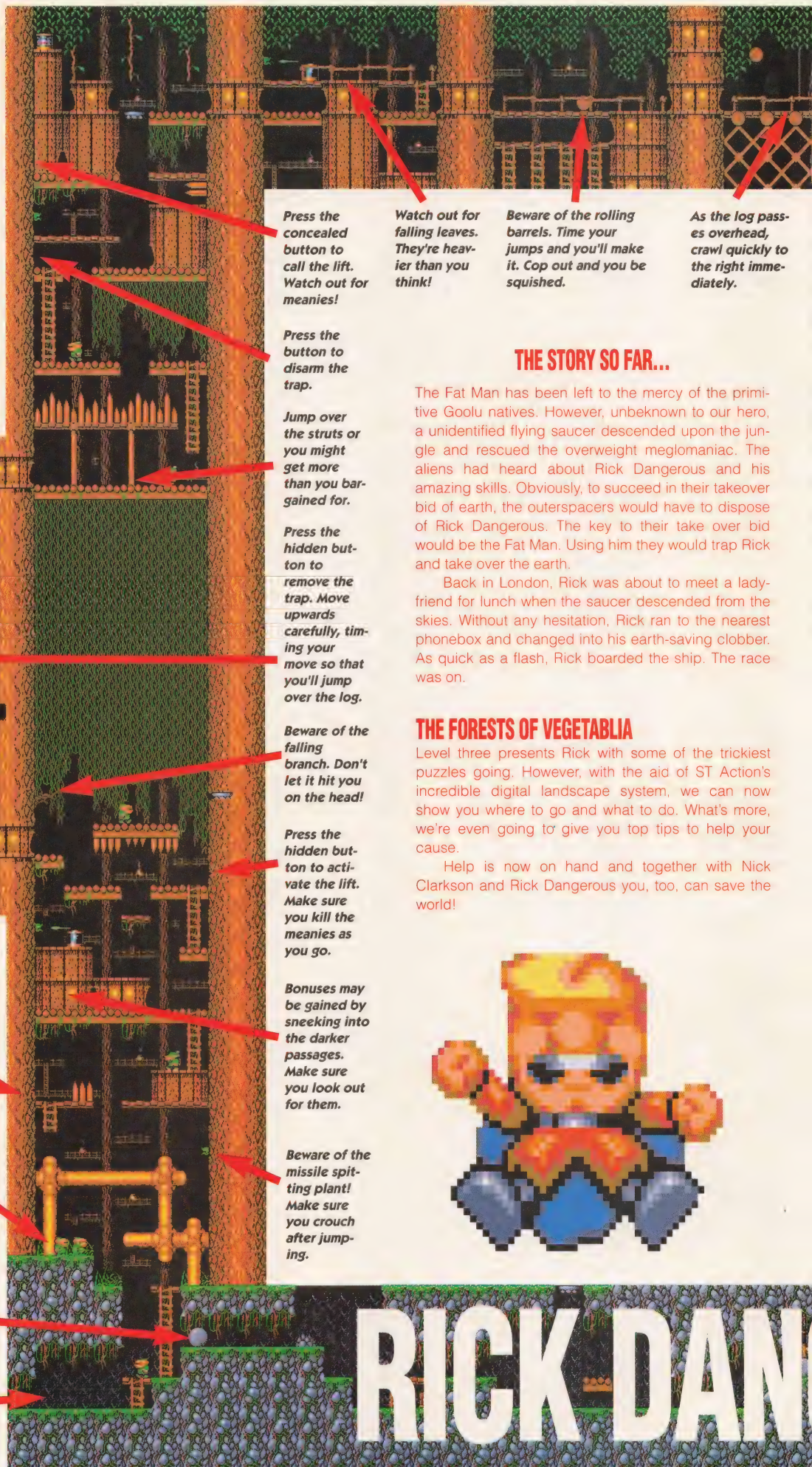
Use these springy platforms to give you more bounce when you jump.

Push the hidden button to remove the spike trap.

Your super-duper ray gun, make sure you kill all the meanies. You can also use a bomb – it'll kill off more than one at a time.

Watch out for this boulder. Tigger it and hide under the nearby platform. Don't bother going any further to the right – it's a dead end.

Having ejected from his space ship, Rick begins his mission here.



Press the concealed button to call the lift. Watch out for meanies!

Watch out for falling leaves. They're heavier than you think!

Beware of the rolling barrels. Time your jumps and you'll make it. Cop out and you be squished.

As the log passes overhead, crawl quickly to the right immediately.

Press the button to disarm the trap.

Jump over the struts or you might get more than you bargained for.

Press the hidden button to remove the trap. Move upwards carefully, timing your move so that you'll jump over the log.

Beware of the falling branch. Don't let it hit you on the head!

Press the hidden button to activate the lift. Make sure you kill the meanies as you go.

Bonuses may be gained by sneaking into the darker passages. Make sure you look out for them.

Beware of the missile spitting plant! Make sure you crouch after jumping.

THE STORY SO FAR...

The Fat Man has been left to the mercy of the primitive Goolu natives. However, unbeknown to our hero, a unidentified flying saucer descended upon the jungle and rescued the overweight meglomaniac. The aliens had heard about Rick Dangerous and his amazing skills. Obviously, to succeed in their takeover bid of earth, the outspacers would have to dispose of Rick Dangerous. The key to their take over bid would be the Fat Man. Using him they would trap Rick and take over the earth.

Back in London, Rick was about to meet a lady-friend for lunch when the saucer descended from the skies. Without any hesitation, Rick ran to the nearest phonebox and changed into his earth-saving clobber. As quick as a flash, Rick boarded the ship. The race was on.

THE FORESTS OF VEGETABLIA

Level three presents Rick with some of the trickiest puzzles going. However, with the aid of ST Action's incredible digital landscape system, we can now show you where to go and what to do. What's more, we're even going to give you top tips to help your cause.

Help is now on hand and together with Nick Clarkson and Rick Dangerous you, too, can save the world!



RICK DAN



Beware of falling leaves, if you're clever you can use them to kill your foes. Jump into the dark passage to get a bonus.

Timing is essential. Beware of the falling platform – you could end up a barbecued kebab.

Watch out for falling foliage.

TEN TOP TIPS THAT MIGHT SAVE YOUR LIFE:

1. Try to wait in a safe spot and watch what the tribesmen do. They'll often walk over traps that you wouldn't have previously seen.
2. Having leapt onto a platform, you would do well to crouch down. The forests are riddled with poison traps that can catch you unaware and performing this minor manoeuvre can prove invaluable.
3. If an area looks harmless, beware! Nudge your joystick slightly and proceed with caution as traps may spring up (or fall down) at any time.
4. Some traps require precise timing. Wait in a safe place, watching where the obstructions go. Only when you are sure of your route should you proceed.
5. Some routes may seem impassable. This is not always the case. Look out for hidden trip switches which may remove tedious blockages.
6. Whenever you can, try and use a bomb instead of your laser gun. You can often kill more than just one opponent using this method.
7. Don't bother trying to collect bonus points unless you're sure you won't put yourself in danger. It's better to stay alive with a lower score than to wind up on the end of a skewer.
8. Some obstacles can be disposed of using your bombs. Remember that you can now slide the explosives into place.
9. If you come across a really tricky puzzle try out all the possible options available to you. When you finally solve it, jot down a quick note so you'll know what to do in future.
10. Use obstacles to your own advantage. By watching your foes you may learn that you can guide them. Use this to your advantage and dispose of the enemy before they blast you.

Slide bombs under this platform to blow away the spikes.

Press the hidden switch.

Stand on the far right hand-side of the ladder. Wait for the plant to pass underneath and run right.

Jump off the lift at this point. The spikes below will automatically disappear, allowing you to fall harmlessly down.

Watch out for this large rock. It will automatically start rolling towards you. Time your jump correctly and you will clear it.

When you're falling, down this shaft - don't worry about the spikes below. They'll disappear in the nick of time.



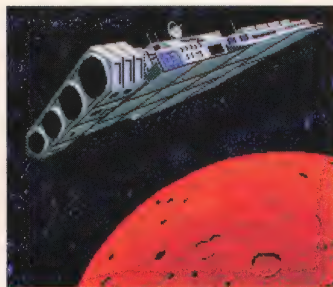
Press the hidden button and a section of the platform will disappear, allowing you to drop down harmlessly.

In order to cross the chasm, jump left. Platforms will appear allowing you to reach the bonus icon on the left portion of the screen.

GEROUS 2



GIVING THE GAME AWAY PLAYERS' GUIDE – BSS JANE SEYMOUR



The BSS Jane Seymour is an awesome sight at first. It seems even bigger once inside.

Okay here we go...

MAPPING

Although they might not seem it at first, all the ships have exactly the same architectural design. This means that the rooms, corridors, lifts and ladders are all exactly the same location on every ship. Unfortunately, the room functions differ on every ship and the start location is different each time.

If you want to map out each ship, therefore, the easiest thing to do is come up with a map of each of the three decks on each ship, make loads of copies of it, and fill it in separately on each level as you progress.

OBJECT LOCATIONS

All objects are found in the same locations every time you play. So, for example, the Energy Flux Decoupler is always in the same place on level one, as is all the pass cards, guns and so on.

One of the best things you can find on any level is the goggles. As soon as you find these, wear them. These will allow you to see in any room regardless of whether the power is faulty or damaged.

The best weapon to get is the Proton Blaster. This will destroy absolutely anything with just one

If you're having problems getting started in this little number, this playing guide courtesy of Sean Kelly and Paul McNally should help you on your way into The Final Frontier.

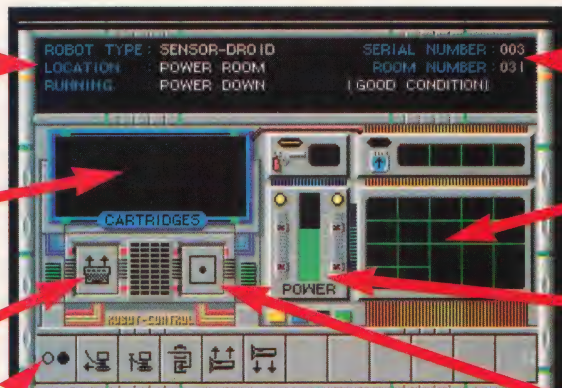
PERFORMING MINOR MIRACLES WITH JANE SEYMOUR'S ROBOTIC CREW

The status of the robots and location is highlighted at the top.

The robot enhancer cartridges are shown here.

Clicking the mouse here will insert a cartridge.

These icons allow your robot to perform various tasks.



This is the screen where you will control the robots that will aid you in your mission.

The serial number of each robot can be found here.

Here you can see what the robot is currently carrying.

The amount of power the robot has left is in this gauge.

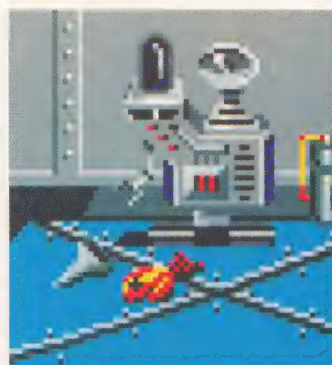
Clicking on this will exit back to your character.

well aimed shot. Make sure it is well aimed though, because if you miss and hit a wall or floor, you're likely to find a massive gaping hole that will prevent you from passing.

MAINTAINING THE SYSTEMS

Although difficult in theory, this is very straightforward once you have got the hang of it. The thing to do is to try and get a couple of droids with carrying capacity commissioned straight away. Then, head for a manufacturing room, and make as many bottles of the largest capacity as the robots and yourself can carry. Next, get them all filled with coolant, and head for the various repair rooms.

When you are carrying out a repair, do it one bottle at a time, that is, place the bottle, empty the fluid



and carry out the repair. Do this about five bottles per system, as unless you are in megadeep trouble, this should pull you up to about ninety percent efficiency. Then, as you wander around the level, take

every opportunity to replace faulty bottles and refill good ones. This should keep you well ahead.

ROBOTS

Totally fab these. The most important ones to have on your side are the Rat Droid for carrying loads of stuff around, the Combat Droid for obvious reasons, and finally the Communications Droid. This one gives you access to loads of information, most importantly maps, which will help you complete the game much faster.

You must remember that these need to be recharged on occasion though there's nothing worse than one of your most important robots giving up the ghost half way through a massively important manoeuvre.

SEE MORE MONSTROUS MAYHEM WITH ST ACTION!



The Nirlmeg exhales sulphurous bubbles when it breathes. It is also noted for its sense of humour.



The Kembedrigar has a visual problem and has to use a radar. Its diet is over-ripe apples.



This bear like creature can adapt well to almost any environment. It is also noted to be quite fierce.



This monster has a staple diet of ice crystals. It extracts oxygen from rocks in order to breathe.

LOOPZ

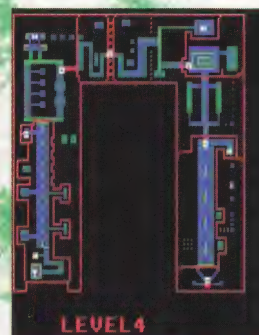
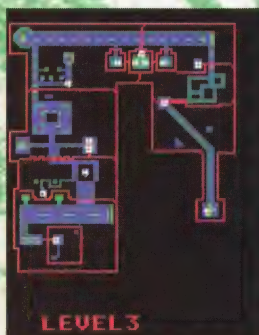


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↑ START POSITION
+ LIFE
+ HULL
+ ENERGY PROJECTORS

THIS IS ONLY THE BEGINNING AND IT DOESN'T GET EASIER!



To begin with, familiarise yourself with the controls of your Simulcraft. Practice manoeuvring both on the ground and in the air and learn your control panel thoroughly. Once this is done, you are ready to enter the mazes and destroy the virus.

To locate a power generator, the quickest method is to take to the air and follow the red barriers until you discover one. The disadvantage of doing this is that you won't be able to collect pods that enhance your craft's capabilities as they can only be found on the ground. Therefore, seek and destroy ground targets initially to improve your craft, then go about pinpointing the generators.

Next, find a suitable landing site. Systematically destroy the defences which are usually heavy around a generator. It is vital you keep moving. Once you stop, the enemy will home in on your position, so if you really do have to pause make sure it is only for a very brief period of time. The worst thing you can do is to stay in one place and try to destroy all the defence systems: you may blast one or two but the others will finish you off before

you have a chance to destroy the remainder.

Some of the meanies are best combatted using specific tactics:

PARKED FLYING CRAFT

Try to destroy them before they take off and scream into attack.

THE MOTHER SHIP

This follows you, generating meanies and can take many hits. The best way to deal with it is to ram it in the air. Make sure you have a few shields, though.

MONOLITHS

These black blocks drain your shield energy very quickly. Approach slowly so you are just within laser range and shoot them. Remember where they are because stumbling upon one is always fatal.

HOMING WEAPONS

Retreat as fast as possible and shoot at them. Most have limited range and can be out-run. Use the ECM if you have one.

It may be handy to have a 'crew' to control all the keyboard functions

as steering with one hand is tricky.

FRISBY DROIDS

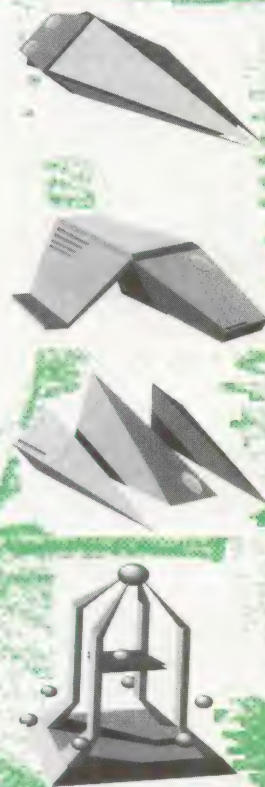
These droids fire homing missiles at you. Try to approach and shoot the droid rather than the weapons. If you miss, deal with the missiles and then attempt another attack run.

DOGFIGHTING

If you are attacked by an airborne craft, there are a few useful tactics you can adopt. If their turn rate is better than yours, land because your turn rate is greater on the ground. If an enemy is approaching you from behind, try decelerating, but be careful that the enemy craft doesn't ram you as it flies past and into your sights. Try leading attackers into minefields or towers as they have no ability to steer around things.

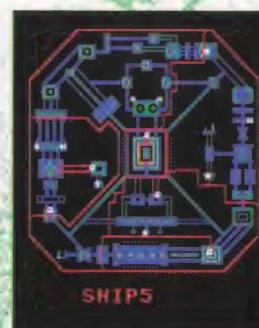
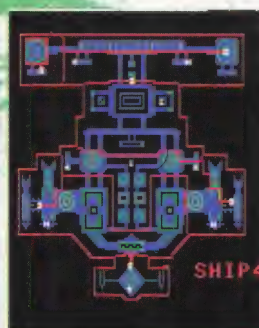
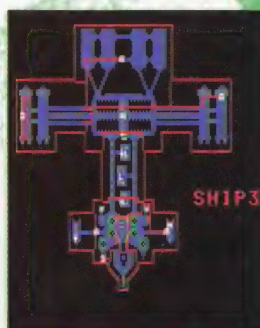
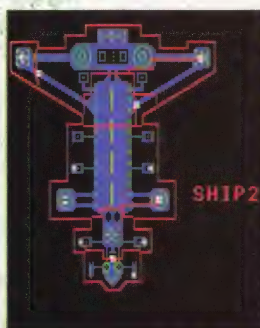
MAZES

The later levels usually require a lot of backtracking, so you may find it useful to leave many meanies as a supply of new parts. The maps displayed in the game do not show every power line in the distance so be warned!



↑ START POSITION
+ LIFE
+ HULL
+ ENERGY PROJECTORS

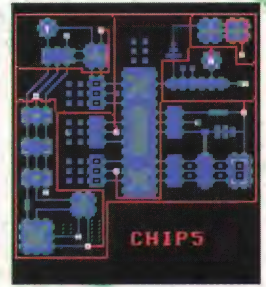
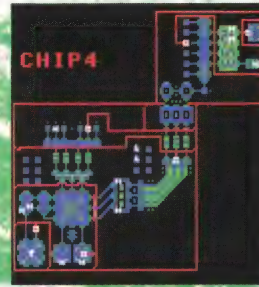
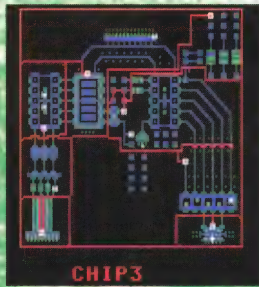
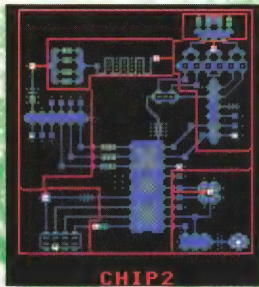
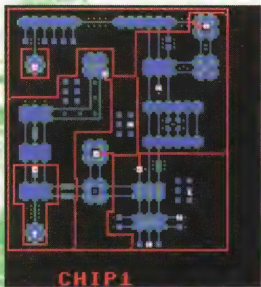
INFILTRATE THE INTRICATE SHIP LEVELS AND DESTROY!



Don your flying cap and goggles, and leap into the world of Microprose's magnificent Simulcra. With a detailed briefing from programmer Steve Turner and our very own Alan Bunker, you should find yourself with a medal of honour and a slot on the wonderful Wogan show!

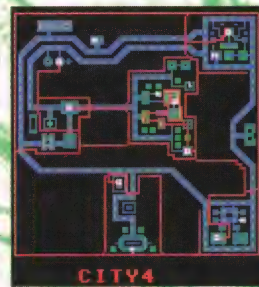
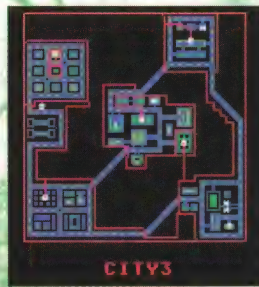
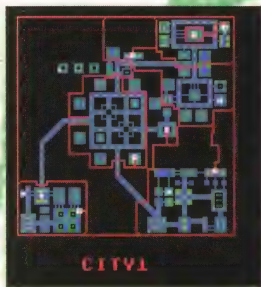
- † START POSITION
- LIFE
- HULL
- ENERGY PROJECTORS

MODERN TECHNOLOGY WREAKS HAVOC ON ITS CREATORS



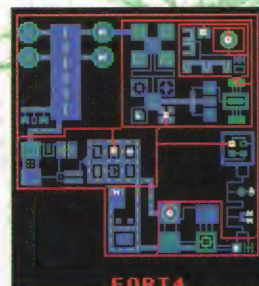
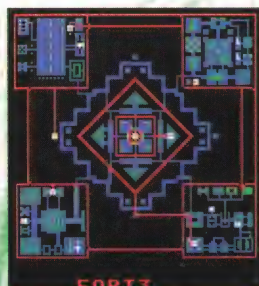
- † START POSITION
- LIFE
- HULL
- ENERGY PROJECTORS

HAVE NO PITY ON THE CITY OR YOU'LL BE IN TROUBLE!



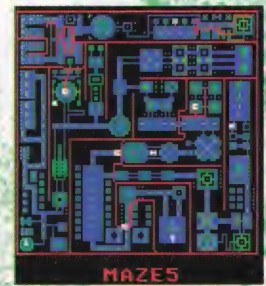
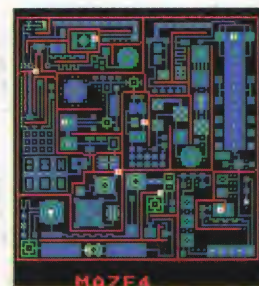
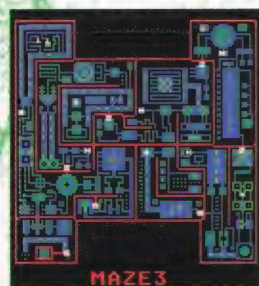
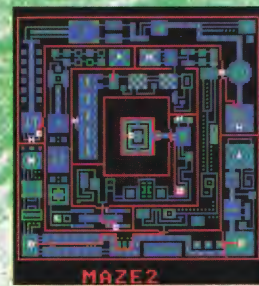
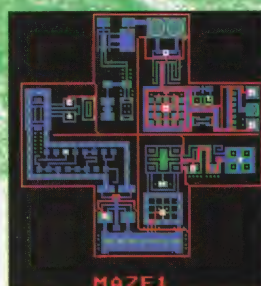
- † START POSITION
- LIFE
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- ENERGY PROJECTORS

FIGHTING THROUGH THE FORTS IS A FORMIDABLE TASK

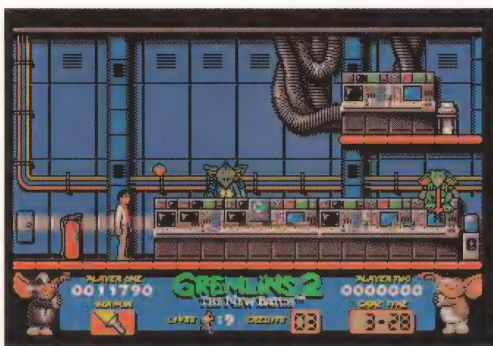


- † START POSITION
- LIFE
- HULL
- ENERGY PROJECTORS

MANOEUVRE YOUR SIMULCRAFT ABOUT THE COMPLEX MAZES



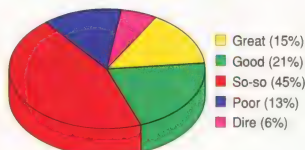
The Gremlins are out to wreak havoc all over Daniel Clamp's offices. Assuming the Role of Billy Peltzer, you must put a stop to their menacing ways. To aid you in your cause you may use a number of special weapons. Here we see Billy facing the evil Mohawk.



Gremlins

E L I

PUNTER-POWER™



GAME: GREMLINS 2
PRICE: £19.99

Gremlins 2 is a neat little game. The presentation is first-rate; the 'orrible green meanies do actually look like Gremlins. If you've seen the film you'll instantly recognise the many and varied characters. However, knowing the plot won't necessarily help - this game is pure arcade action! Although, die-hard platform addicts will enjoy the challenge of Gremlins 2, many punters found the going just a little too tough. All in all, Gremlins 2 is a good little game, its only possible shortfall being its overt difficulty.

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=79%

They're back! Yup, those cute and cuddly Mogwai have returned - if only mankind knew how to handle these adorable little creatures. All they have to do is remember the three golden rules: Don't get them wet, don't feed them after midnight and don't expose them to bright light.

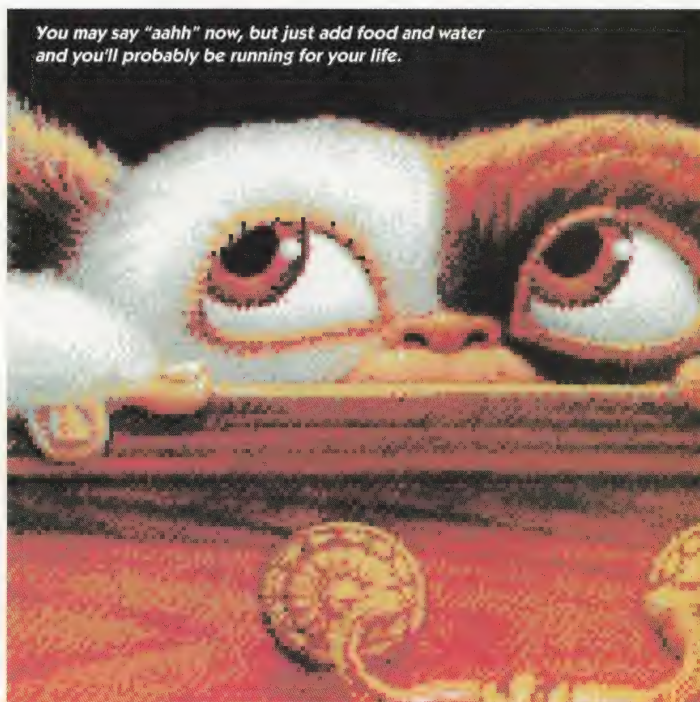
A number of years has passed since the sleepy town of Kingston Falls experienced a night of carnage at the mercy of the Gremlins. Billy Peltzer, one time owner of Gizmo the Mogwai, has moved into the city and now works as a graphic artist for super tycoon, Daniel Clamp.

Together with his girlfriend, Kate, Billy leads a quiet life amidst the hurly-burly of the sprawling metropolis. Everything seemed to be going just right for young Billy, until one fateful day...

Whilst drawing up the plans for a new complex, Billy overhears a mailman whistling a familiar tune. Following up on a hunch, Billy discovers that the Clamp Corporation bought an old Chinese curiosity shop - Gizmo's home. As Billy furthers his investigations, he discovers that Gizmo has been found and taken to the Clamp Laboratory for testing.

After dreaming up an elaborate plan, Billy managed to rescue the

You may say "aahh" now, but just add food and water and you'll probably be running for your life.



cute Mogwai. Temporarily hiding Gizmo in a desk drawer, Billy tries to find Kate and explain the situation. However, while he was away a terrible accident occurred - Gizmo got wet.

Now as everyone knows, one of the golden rules to remember when

keeping Mogwai is never to get him wet. Obviously, nature intervened and before long a whole family of not-so-cute fur balls were taking up residence within Billy's office. Of course, you'll no doubt remember that you shouldn't feed a Mogwai after midnight. Unfortunately, it



Gremlins 2

T E



appears that someone forgot to tell our furry friends and before long the pests gorge themselves on anything vaguely edible.

When Billy arrives the following morning, he is faced with an all too familiar sight – empty Gremlin cocoons. Realising what has happened, Billy decides to take matters into his own hands and stop the menace before the whole city becomes overrun.

You must step into the shoes of Billy and fight the Gremlins single handedly. Armed initially with a torch, you must fight your way through five Gremlin-ridden levels, collecting a vital piece of equipment from each section along the way. Progress may only be made by collecting the special item, marked with a golden G.

You can also collect a number of other special icons. These may give some extra time, an extra life, bonus points or cause Gizmo to float down from the top of the screen, firing arrows at your foes as he descends.

Armed initially with a simple torch, you can fire beams of light at the gruesome beasts. However, you can change your weapon by collecting one of the alternative items dotted around the levels.

These range from tomatoes to

telephones, boomerangs to frisbees and two-way torches to mega-torches. They all have their good and bad points, the torches being the most effective.

As you blast the Gremlins, you can collect bubbles which they emit. If during the course of one round, you manage to collect more than 10 bubbles you'll be granted access to a shop where your default weapon may be changed.

The game takes the form of a platform-style romp with a touch of shoot'em-up. Lives are lost either by coming into contact with the Gremlins or by being hit by the various projectiles they throw.

The action is set strictly against the clock; the game being declared over when either your run out of lives or the timer reaches zero. Only when you have collected all five items can you finally put a stop to the Gremlins' meddlesome plans and save Kingston Falls.

The final showdown is by no means an simple affair. You may have collected all the pieces needed to rid the building and city of the horrible green creatures, but you still have to figure out how to use them to their best effect.

Only when the last Gremlin has been dispatched will you be able to rest easy.

WEAPONS BONUS	
TELEPHONE	10 CREDITS
TOMATO	10 CREDITS
TORCH	10 CREDITS
2-WAY TORCH	15 CREDITS
BOOMERANG	20 CREDITS
FRISBEE	25 CREDITS
MEGATORCH	40 CREDITS
2-WAY MEGATORCH	50 CREDITS
YOU HAVE 10 CREDITS	
GREMLINS 2	
VHS NEW BOUTE™	

At the end of each level you'll be given the chance to change your default weapon. Try to gain enough credits to buy a two-way torch. It's a real mean weapon.



As he chases around the Clamp building, Billy has to face the vicious Gremlins. In the lab he is attacked by Pogo. Reach for the torch before he bumps into you and sends you flying.

MEET THE GANG



Mohawk: Forget Raphael, Mohawk's the leader of the troop. Watch out for this fiend! He pops up just when you least expect him and hurls anything close to hand. As you'd expect, any contact with him is decidedly deadly.



Electric: Don't touch this guy, he's a real livewire – this monster jumps out from the plug sockets and tries to shock you. He also turns into a spark and takes great delight in zapping do-gooders who happen to get in his way.



George: I know it's a rather sophisticated name for a Gremlin. This crabby old fellow really loves the odd cigar (as long as it's a finest Havana roll). Better watch out for his ash or you may just get your fingers burned.



Lenny: Two chips short of an Amiga, loatheable Lenny is pretty thick. Watch out though, he takes great delight in lobbing anything close to hand and he's pretty accurate. Don't get in the way or it's bye bye Billy Peltzner.



Sexygirl: This one's a real passion killer. Sexygirl blows the kind of kisses even your favourite mother-in-law would be proud of. You must avoid her at all costs or you may well suffer a fate worse than an untimely death.



Pogo: The little fellow's full of bounce. Look out for him, his movements are rather unpredictable. Should you be unfortunate enough to get jumped on you're more than likely to finish up squashed flatter than a hedgehog.



Skateboard: A real cad and a bad dude, this monster doesn't understand the green cross code. Make sure you understand it or you may well find yourself picking up your teeth from the middle of the pavement.

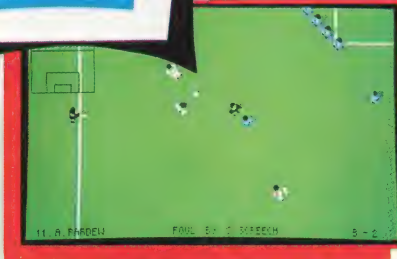


KICK OFF 2



A NEW DIM SOCCER SI

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY



KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- * Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- * 1 to 4 players option. (Amiga and ST only)
- * 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)
- * Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- * Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
- * 9 types of corner kicks with full control of shot power. Long and short throw ins.
- * Team selection from a squad of 16 with substitution and a choice of tactics.
- * League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- * Facility to view, edit and save the Action Replays and create a Golden Shots disc. (Excl. IBM & CBM 64)
- * Facility to load Player Manager teams and tactics for a single or league game.
- * Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.

AMIGA USER INT - The best computer game ever 97%

THE ONE - Ultimate soccer simulation. 96%

THE ACE - Brilliant. Buy, Buy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%

ST FORMAT - What a game! Gem to play. Magic. 90%

C & VG - Championship winning material. 95%

GAMES MACHINE - Probably the best sports game ever. 92%

COMMODORE USER - No other footie game can touch it. 90%

AMIGA ACTION - Surpasses all other football games. 93%

POPULAR COMPUTING WEEKLY - Nothing short of brilliant.

NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple - **Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, acquiring the right players from the transfer market and building a team worthy of the highest honours.

- * Unique facility to design and implement your own tactics.
- * Over 1000 individual players, each with a unique combination of attributes and skills.
- * A lively transfer market. Haggle for the best deal.
- * 4 division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.

THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.

THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. 920

NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.

COMMODORE USER - At last a management game that requires true management skills - a winner. 94%

ST FORMAT - Brilliant. 93%

AMIGA FORMAT - Enthralling and addictive. 93%

ZZAP - Best football management game ever written. 92%

AMIGA - ST £19.99

AN

MENSION IN MULATIONS

THE FINAL WHISTLE Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.

Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

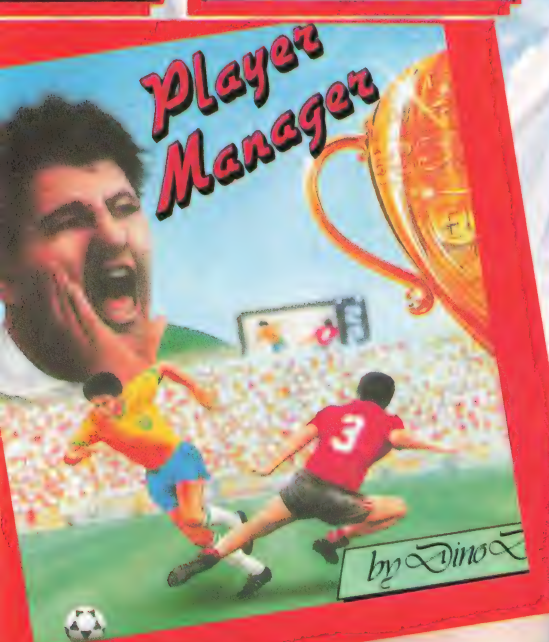
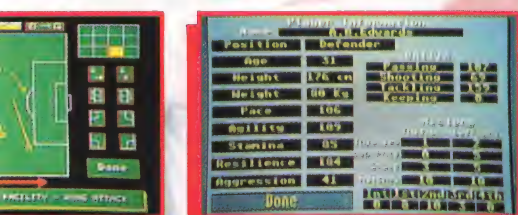
4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

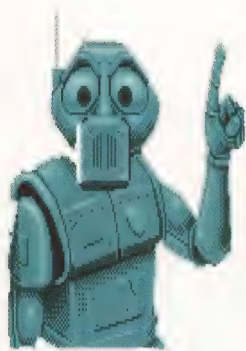
RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.



Draft specifications. Subject to changes without notice

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/18 FAX No: 0322 93422



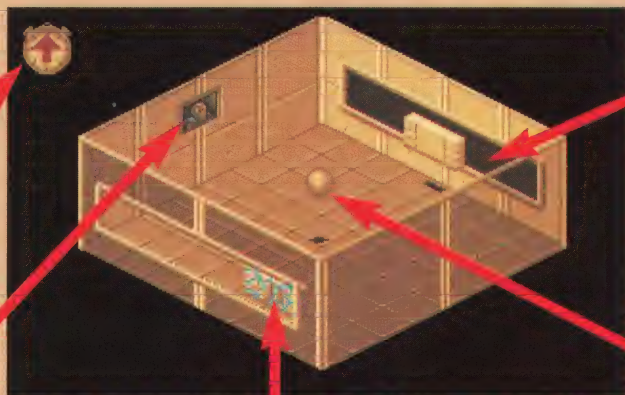
Botics

K R I S A L I S

A BARMY GUIDE AROUND THE BOTICS ARENA

TIMEOUT CLOCK: When the arrow is pointing upwards, anyone is allowed a timeout. Unfortunately, you are only allowed one timeout per game, so you will have to use it tactically.

SCOREKEEPER: This little guy keeps watch over the game and also provides the half-time refreshments.

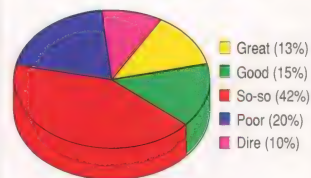


BAT: By pressing fire your bat becomes supercharged with electricity. When your opponent hits the ball, his bat will sustain damage and eventually be destroyed.

GOAL: This little rectangle box is what all the fuss is about. Rebound the ball into it to score, and send your opponent back to his end zone.

BALL: When the game begins, you will see a little robot walk onto the pitch and transform into a ball. Use this to score with and make the citizens happy.

PUNTER-POWER™



GAME: BOTICS
PRICE: £24.95

The first impression you get of Botics is the likeness, graphically, to Speedball. The metallic touch to the men and the playing area works quite well. The sound is restricted to the bouncing of the ball and the metal crunches of the bat. The gameplay is quite enjoyable with the main aim being to progress through to the last stage of each level. My only real gripe with the game is the playability - not much variation or challenge. Although not a great game, Botics can hold its own and you will find yourself having "one last go".

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=66%

The year is 2085. The satellite TV companies rule supreme, each citizen's home has 952 channel options. The demand for sports coverage has proved to be insatiable. The speed and aggression of future sports have proved too much for mere mortals. The manufacturers of advanced robotics have exhausted all avenues of human replacement within the work place and have now turned their attention to what they see as the growth market entertainment.

Prodex 4 have invested 200 million euro dollars in perfecting a new sports entertainment show where all players are robots, including the ball and referee. Botics has now

replaced soccer as the main event. It's time to test your speed and stamina and survive the unwanted attentions of the Botics.....Good luck.

The play begins in a square arena with a goal at opposite ends. The aim of the game is to score a goal, which knocks your opponent closer to his end zone, and progress through the 80 levels beating all the adversaries put before you.

You control a robot: not any robot, but a robot capable of turning into a metal bat! This bat is used to deflect a robotic ball into your opponent's net, resulting in a victory for you and throwing your enemy back one space closer to his end zone.

Once a player gets back to his end zone the game is lost.

By pressing the fire button your bat becomes electrified, so all of your shots are more powerful and if they are blocked by your opponent, his bat will sustain damage. If either bat becomes too badly damaged, it will just explode resulting in the loss of that match.

Out of a choice of four: Alpha, Beta, Delta and Gamma, you must choose which arena you want to do battle in, Alpha being the easiest and Gamma being the hardest. After choosing your arena, you must decide who you want to do battle with out of a possible five opponents: Mitch, Brett, Mark, Hank and

Rock, who each have their own unique characteristics.

Even the referee can be snidey. If he thinks the game is running too slowly, he will throw the ball (which just happens to be a small compressed robot) into the air at random and the result is usually a goal at either end. On the later levels, the game gets increasingly difficult as various things appear on screen to hinder your progress. One such example is a field of energy that appears in the middle of the playing area and traps the ball in one of the halves, so your reflexes have to be spot on to survive.

Put your skills to the test and take up the future sport challenge.

BOTICS BASHING BIGWIGS FOR YOU TO BEAT



Brett is a cool looking dude but don't be fooled. He is extremely good at deflecting balls using his electric energy bat!



Mitch is quite a handy player. He is very effective at using the side walls to rebound the ball and score against you, so be careful.



Mark is the wimp of the team. He plays with a slow ball and moves very sluggishly, making it very easy to score. Choose him if you need to get a few games practice in.



Unlike the others, Hank doesn't display any visible weaknesses. He moves relatively slowly but is very consistent in the way he hits.

SPEEDBALL

2

**BRUTAL
DELUXE**

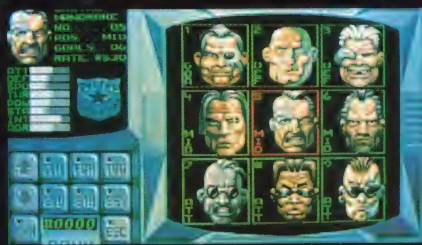
SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



Transform weaklings into killers in the gym.



A squad full of wimps? Shell out for a Star Player!



Two divisions and 15 teams stand between you and the championship. Take no prisoners.



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It's a goal!



Celebrate that moment of glory in style.

The most important date in my calendar for this year was the day that ATF II was to be released to the press. That day has now arrived and I'm afraid that my eager anticipation of the event was a little over zealous.

The original ATF was a perfect blend of shoot'em-up and strategy and that certainly is a rare quality to possess. The sequel is in the same vein as the first, with you being able to pilot the most advanced tactical fighter in the world.

The object of ATF II is to defeat the advancing hostile forces. Thankfully, you don't have to tackle the massive opposing army alone, as your allied forces will do the best they can to help you. There are various types of enemy hardware which include ships, submarines, tanks, aircraft, and artillery. In support are factories, communication bases, airstrips, and fuel dumps. The same resources are available to your own forces.

At the beginning of the game, you will have to choose your strategy. You will rarely win the battle if you don't have a plan of attack. The two basic strategies available are either destroying attacking forces individually or taking the more indirect approach by depleting supplies and destroying communications.

The latter strategy will leave the armoured forces stranded without support or any co-ordination. You cannot, however, instruct your allies how to tackle the enemy but your destructive powers are so incredible, that the tactics you choose will show results.

Once your craft has been loaded with fuel and weaponry (cannon rounds, air-to-air missiles, air-to-ground Maverick missiles), you are ready to take to the skies and initiate your mission.

The instrument panel of your craft can give you access to a number of vital readings and maps which will aid you in various ways.

ATF II

DIGITAL INTEGRATION

Your sights with an explosion in the centre of them, indicating the missile you just fired ended in a successful direct hit.

The small arrow indicates your bearing whereas the larger one indicates the direction of your target.

A Maverick missile is your present armament. The number indicates the missiles remaining.

At the moment you are at full thrust. Decelerate by using the mouse button.



The map of the whole battle zone, with coloured points illustrating specific enemy and allied positions as well as your craft's.

General warning lights that show, among other things, that you are within range for an automatic landing, and whether your undercarriage is up or down.

The figures display the exact bearing of your target and the precise distance you are away from it.

A local map showing only the nearby surroundings, which includes enemy aircraft that are speeding towards you.

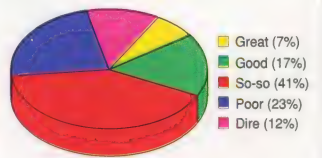
These include a global and local map displaying enemy and allied positions, a database which shows the bearing and distance of identified positions, your craft's status, and various other gadgets and read-outs.

The Head-up display (HUD) indicates your bearing, speed, altitude, and the data relating to the position of the target you have locked onto and are heading for.

Information concerning the type of weapon you have armed and ready is shown, and also your sights.

While in the air, you will be attacked by enemy interceptors that will either fire their cannons in your direction or attempt to blow you back to the ground with an air-to-air missile. Fortunately, you have the ability to repel a missile by activating your jamming system when the missile alert panel on your console

PUNTER-POWER™



GAME: ATF 2
PRICE: £24.95

ATF II has many resemblances to the original version which is quite old now. It is because of this that the game stumbles somewhat. The gameplay is far too similar and what little extras there are hardly compensates. Surprisingly, the sequel even seems to play slower than the original and that can't be regarded as a step in the right direction. However, the strategy/shoot'em-up element has been well maintained and still works well. Sound effects aren't particularly exciting but they do their job sufficiently enough. If you have ATF I, don't buy the sequel. If ATF I is missing from your collection, you may find ATF II a satisfactory buy.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=72%

flashes and wails. Cannon rounds are best avoided by executing a roll by pressing Shift.

Once you have exhausted your missiles, or have been severely damaged, or are running out of fuel, you will have to return to one of the many airstrips available for you to land on provided they haven't been destroyed. Once on the ground, you can refuel, re-arm, and re-enter the war that is raging around you.

CAN YOU HANDLE THE WORLD'S MOST SOPHISTICATED AIRCRAFT?



Firstly, you must choose the area of the world that you want the battle to take place in. Alternatively, you could opt for a large scale world war.



In the hangar, you can equip your craft with weapons and fuel. You will not be given permission to take off if you exceed the payload allowance.



Locked onto an enemy target, you approach with a Maverick missile at the ready. However, the interceptors have other plans for you!



With your wings almost shot off, you struggle back to an allied airbase. On the ground, the success of your flight is analysed and the war status is given.

GOLDEN AXE



Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free.

But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon – or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Fierce combat action awaits you...

Available on Atari ST, Amiga, Commodore 64,
Spectrum and Amstrad CPC



Amiga



Atari ST



Commodore 64



Amstrad CPC



Spectrum



SEGA

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A NINJA'S WORK IS NEVER DONE



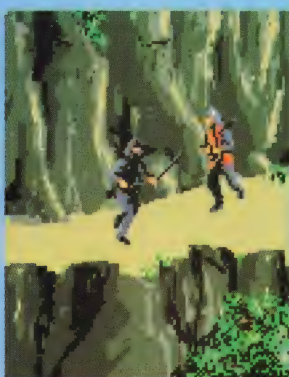
Seems like a nice day for a walk and the odd somersault...



...But there's always someone out to spoil your fun!

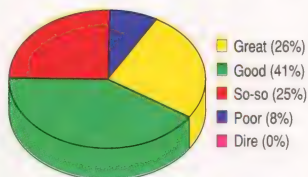


You could always leggit if you don't fancy your chances...



...or face your foe with everything but the kitchen sink!

PUNTER-POWER™



GAME: NINJA REMIX
PRICE: £24.99

The first thing that you notice about *Last Ninja Remix* is the controls: they are so easy to use. No more trying to manoeuvre your way out of fights and ending up in the river. With the new control system, you can do a full turn on a sixpence! This improvement greatly enhances the gameplay and was truly appreciated by many of our punters.

The graphics also deserve a mention. With nice smooth animation the ninja actually looks as though he is walking and not gliding across the floor. The scenery has been well drawn with a lot of attention having been paid to the colour and detail. The screen update is extremely quick, so when you change location, there is no waiting for the new screen to appear.

This great conversion by System 3 contains all of what the original *Last Ninja II* should have had. The *Ninja Remix* is an absolute must for all you beat'em-up addicts and a definite for any of you just looking for a really good, fun to play game. Go out and buy it now!

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=91%

Ninja Re

S Y S T



After a written contract with System 3, it was over a year ago that Activision released their version of *Last Ninja II*. Although the eight-bit version was quite good, the 16-bit attempt was far less than satisfactory, with poor controls being the main problem. Now, to put the record straight, System 3 have converted the original *Last Ninja* to the 16-bit machines and, so as not to cause any confusion, have called it *Last Ninja Remix*.

Your task: to go to the Island of Lin Fen. Your mission: alone, you must punish the evil of your brother's treacherous assassins by death from the sword.

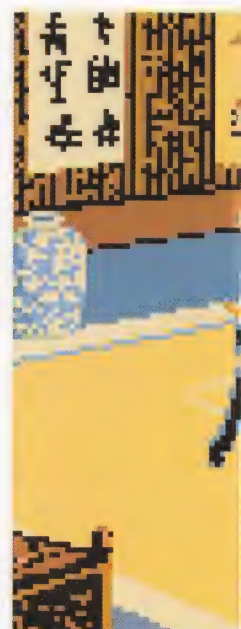
Many centuries ago, the Brotherhood of the Ninja chose the Island of Lin Fen as their site for the shrine of the White Ninja. It was the place where they could gather en masse, decade after decade - a place where the legendary Koga Scrolls could be carefully hidden from the rest of the world.

The Island of Lin Fen is as treacherous as it is beautiful. Negotiating the island is not going to be as easy as it sounds, with its craggy coastline, unassailable cliffs and cascading rivers, it's a natural fortress.

Deep in the centre of the island stands the palace of Lin Fen - another fortress but crafted by the very



Inside the palace of Lin Fen, you must be continually alert as you never know when something unexpected will spring upon you. Keep an eye open at every turn.



The room seems harmless. I slowly walk over to the invi

mix

E M 3



hands of the Mystical Shadow Warriors. Having been to the island once as a young acolyte, you have a vague memory of where certain paths and passages are located. That was over 10 years ago and you were very young. Since then much has changed.

The island has been divided into six different regions: The Wastelands, The Wilderness, The Palace Gardens, The Dungeons, The Palace and The Inner Sanctum. Each has its own special beauty and its own deadly dangers. To cap it all, the Shogun Kunitoki has stationed his henchmen at every corner.

Taking the role of the young ninja acolyte, you begin the game in the Wastelands - probably the most

beautiful wastelands you have ever seen and certainly the most dangerous! You must find your way around the levels, picking up anything that you may find useful, and locate the exit before you become just another memory. Fortunately, you have not been put on this island totally defenceless.

Armed at the start only with what you have learned over years of intensive ninja training, you must defeat all of the Shogun's minions in hand-to-hand combat.

Later on in the game, you will have the opportunity to find and utilise various weapons dropped or left carelessly lying around by the enemy. Each weapon has its own advantages and disadvantages. The Shuriken, for example, is effective in long range combat but falters heavily at close range, whereas the nunchukas are as effective at either range.

After learning the rudimentaries of combat you begin to explore the island and its inhabitants. All of the levels contain logical puzzles and traps, most of which are solved with the help of objects or a little common sense.

The key to completing the game is patience: one of the many virtues that many of us lack! If you ever come to a point in the game where you feel every possibility has been exhausted, don't be downhearted but press on even harder.

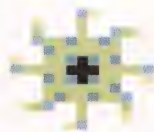
The task you have been dealt is an awesome one. Your opponents are fearsome warriors that will try their very best to prevent you avenging your brother's gruesome death.

Whenever the going seems to be impossible, be it because of toughened opponents or seemingly complicated puzzles and riddles, think back to the life you had with your beloved brother, then go forth and avenge his soul.

ARMED TO THE EYEBALLS!



Close range combat is best tackled with a sword or a staff.



The trusty shuriken for disposing of distant foes.



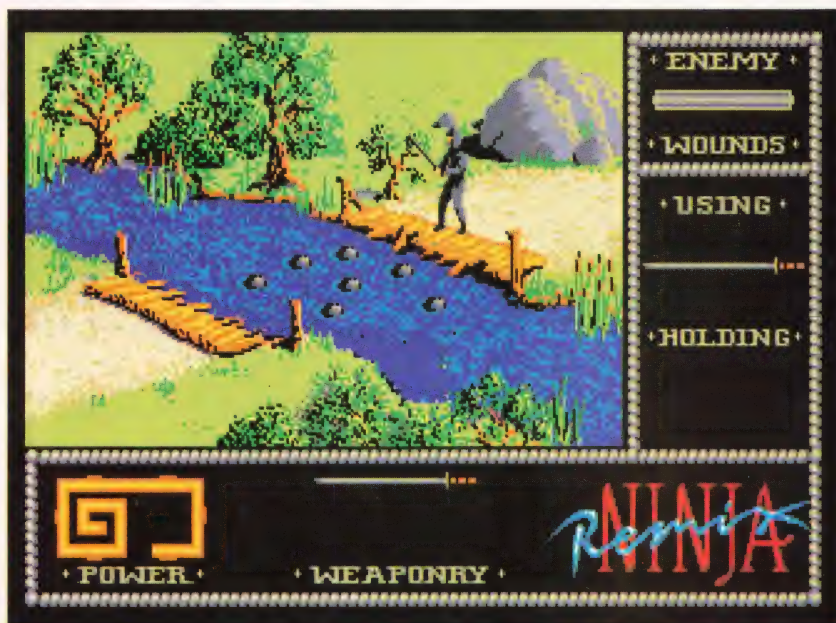
Yet another deadly weapon to aid your mission.



Nimble fingers are needed when handling the nunchuka.



However, the eerie silence makes you cautious. Tread carefully as you find the potion. Always anticipate the worst.



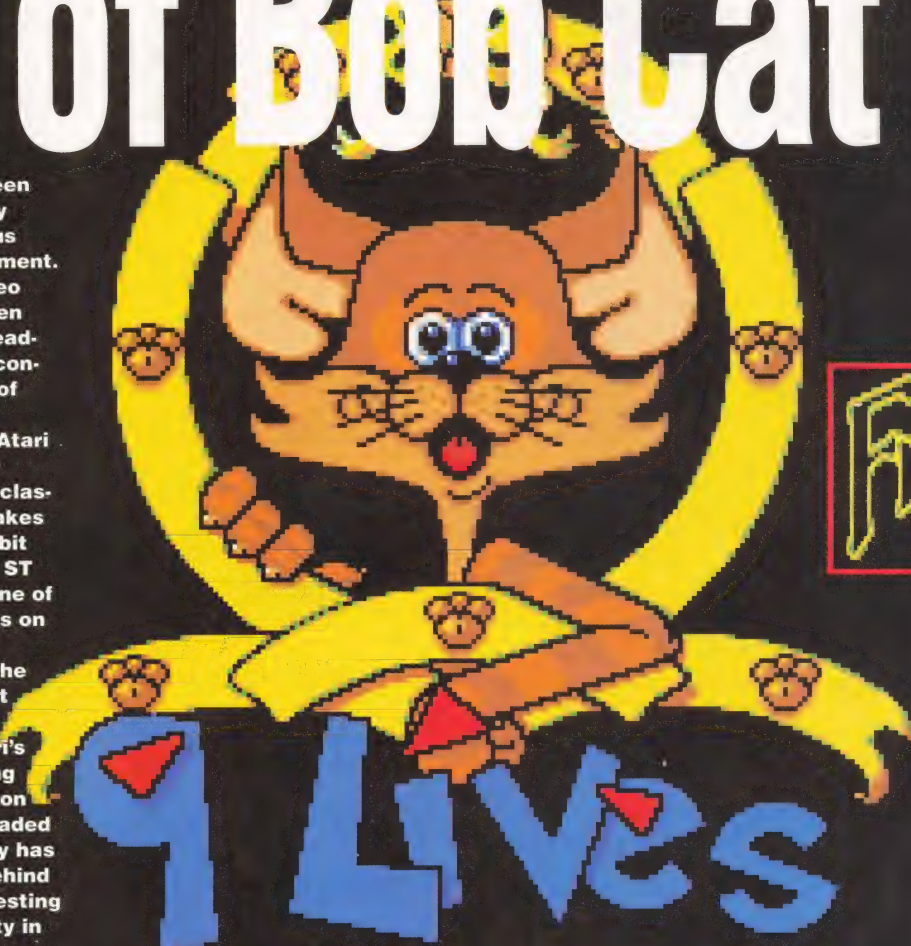
Negotiating the river requires agility and extremely good balance as those rocks look slippery and unsafe. Not knowing what lurks beneath the surface of the water is also worrying.

The 9 lives of Bob Cat

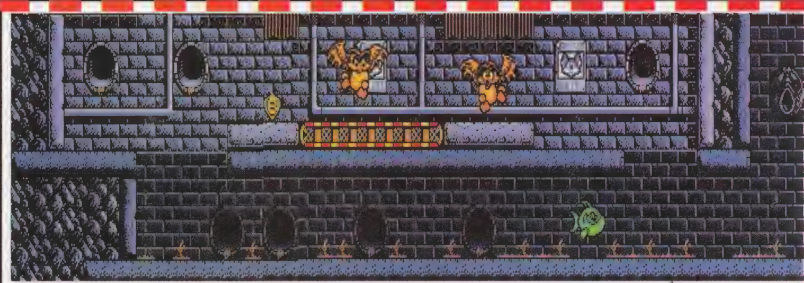


The word Atari as has been said and written on many occasions, is synonymous with computer entertainment. Since the dawn of of video technology, Atari has been the innovators and the leaders, first with the game console machine 25 million of which were sold, to the arcade where the name Atari has been responsible for some of the true arcade classics. The next chapter takes us from eight to sixteen-bit and Atari introduced the ST which has grown to be one of the best selling machines on the market today.

This brings us up to the present, with the brilliant Lynx hand held, the new games console, and Atari's pledge to produce leading edge, sixteen-bit games on their own label, ARC. Headed by Bob Katz, ARC already has a list of smash games behind it. But what's most interesting about ARC is the diversity in the range of games.



Frames



I HAVE PLACED MY NINE CROSSES ABOVE:

Name.....

Address.....

Postcode

My Disk Drive is Single/Double sided (delete as applicable)



GIMME THE LYNX!

To celebrate the ARC label, we've set a competition, in conjunction with ARC in which you have a chance to win one of Atari's brilliant hand-held games machine, the Lynx. In addition to this super prize, three runners up will receive a year's supply of ARC releases and five further runners-up will receive a copy of the brilliant Nine Lives. All you have to do is place your X where you think Bob Cat should be. Naturally, you've got nine lives so we'll give you nine X's. All entries should be sent to: 9 Lives Competition, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

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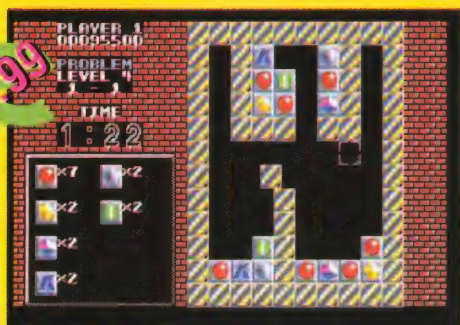
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JUSTIN...

Hi there, I'm Justin Checkedout and I've been asked to take a peek at some of the games those awfully nice chaps at ST Action didn't have time to see. The Star Rating is based on my first impressions of the game. If a game only recieves a single star it's pretty naff, if it gets four or five then expect to see a full review next month...

Toodle-pip and tally-ho – Justin.

Puzznic: Ocean



Puzznic is another string of mind-bending puzzle games to hit the ST market. Ocean Software, the people responsible for Plotting, bring you this extremely addictive arcade conversion. The game is very simple to play but does require forward thinking – and fast!

The object of the game is to eliminate the blocks from the screen. There are various types of blocks, multi-coloured and symbolled. The blocks can be eliminated either vertically or horizon-

tally depending on their position on the screen.

The game gets increasingly difficult the further you progress, with time loss and extra blocks the two main causes.

Matching the blocks looks easy, but when they start coming in sets of three and four the trouble really begins. With stationary blocks, moving blocks and hidden bonuses to deal with, the 144 levels shouldn't cause any real problems!

Star Rating ★★★★★

24.99

Pang: Ocean



As the hero, armed with a kind of futuristic harpoon gun, you must shoot at big balloons which, when hit, fragment into smaller balloons and eventually disappear. To complete each level you must shoot the balloons in a specified time limit. The balloons have been scattered over 50 world-wide levels and you must travel to various famous cities and landmarks, such as Mount Fuji, Easter Island, Paris, London, Moscow, New York and Leningrad to name but a few.

Occasionally, extra weapons will be dropped by a variety of creatures all intent on making your

day as unpleasant as they possibly can. Some of the weapons available are needed for certain parts of the game, so be careful what you disregard as useless!

With the two player option, if you find the hordes of enemy attackers too much to handle, try again – this time with the odds in your favour. As well as dropping weapons, the birds drop other collectables including stopwatches (freezes animation), hour glass (gives extra time), dynamite (explodes and divides all remaining balls by four), fruit and vegetables (extra points).

Star Rating ★★★★★

... ..

Lost Patrol: Ocean

24.99



Lost Patrol is an arcade/strategy game. June 7th, 1966; a U.S. helicopter returning troops from a period of R'n'R in Saigon crashes in the remote central highlands of Vietnam. Now the survivors of that crash, seven rugged U.S. Marines, face a nightmare trek across harsh terrain that is infested with booby traps and soldiers.

You play the roll of Sgt. Weaver, the only surviving officer capable of leading the men to safety. The journey to Do Hoc, the nearest U.S. base, would test the

most battle hardy crew – but with little food and ammunition their chances of making it home are slim to say the least! That's the strategy part of the game.

The arcade sequences come in the form of minefields, hand-to-hand (your scout comes across a lonely V.C. soldier and fancies his chances) combat, grenade section (V.C. hiding in bushes, locate him with a grenade) and the sniper section (your platoon is pinned down by a sniper in a disused farm).

Star Rating ★★★

...CHECKEDOUT

THE POWER TO CHANGE AMERICAN HISTORY

CAN YOU LEAD THE OUT-NUMBERED REBELS TO VICTORY AND WIN THE GREATEST BATTLE IN THE AMERICAN CIVIL WAR?

GETTYSBURG



The third title in ARC's acclaimed BattleScapes series, *Gettysburg* is a war game simulation from the American Civil War. The battle featured was a massive confrontation between 70,000 troops under the charismatic General Lee and 90,000 Union soldiers under the dry and calculating General Meade. It was the pivotal battle of the American Civil War.



Screen shots from Atari ST format.



History tells us that Lee lost the battle, but with *Gettysburg* you can re-write history. Can you guide the rebels to victory and change the course of American history? Would you be able to defeat Lee and ensure a Union victory? The choice and the challenge are yours.

Features:

- **Stunning BattleScapes graphics.**
- **Original Soundtrack.**



- **Eighty page playguide.**
- **Laminated Map.**
- **Free write on, rub off BattleScapes pen.**

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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

JUSTIN...

19.99 Spellbound: Psygnosis



Your master, Pointat the Wizzo Warlock, has been kidnapped. Ordinarily this may not have been such a bad thing, but he was just going to start teaching you advanced magic.

You'll have to go after him and set the old dog free. You can take your twin along as well if you fancy a two-player game: eight levels of magical platform mayhem to con-

tend with, each more difficult than the last.

You can pick up various objects along your way such as crystals, magic, bombs and bottles of life force. Most of these are stored in chests which have to be unlocked with keys found lying around the levels. Complete a level and you'll get a password to keep safe for next time.

Star Rating ★★★

... ..

Spindizzy Worlds: Activision



You may or may not remember a little guy called Gerald. Now Gerald wasn't entirely normal in that he was a spinning top. Not only was he a gyrating bundle of fun, he was trapped in the strange land of Spindizzy. Faced with the task of collecting abominably large numbers of diamonds within a set time limit, he captured the hearts of millions, mainly on the 8-bit

scene. Now, aeons later comes the follow-up - Spindizzy Worlds.

Once again taking the format of the spinning top whizzing around other strange lands collecting those elusive diamonds and operating switches, Spindizzy Worlds looks set to provide a new challenge both for those who remember the original and those who don't.

Star Rating ★★★

The Amazing Spiderman: Empire



The gorgeous Mary Jane has been kidnapped by the nasty Mysterio. It's Super-Hero time again as Peter Parker (you) becomes the webbed wonder to try to rescue her.

Mysterio is holding her captive at the Rockwell Film Studios and you must make your way through the various rooms of the buildings, many of which have been cunningly laid out by your arch enemy

in order to make your task even harder.

Progression into the game can only be made by using the switches found on the walls. These can be activated by firing your webs at them. Once hit they will usually open up a part of the wall previously locked to you. The web can also be used to help you climb walls and get over obstacles, as you can climb up it.

Star Rating ★★★

... ..

Street Hockey: Gonzo Games



Street Hockey is noted to be one of the hardest sports you can play but now you can give it a go without getting the bruises and the stitches to match.

The aim of the game is to get your team of bruising brawlers to your ultimate goal - Central Park. There are no rules and no referee so there's nothing stopping you from wreaking havoc on your opponent's face.

Switch control between your five players starting off in downtown Manhattan at Battery Park you must win your league in order to get a chance to play at a more competitive park.

Avoid traffic at all costs or you'll find yourself with a few serious injury problems.

Two computers can also be linked up so you can fight with a friend should you feel the need.

Star Rating ★★

...CHECKEDOUT

SO REAL YOU CAN SMELL THE SMOKE

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Capt. Sean Bannon snapped his head to the left. There was only one place where the Russians could be, and that was on the hill 2200 metres away. All the training, planning and preparations were over. Team Yankee was about to learn if the team's seventy nine men and twenty five million dollars worth of equipment could do what they were supposed to do.

Team Yankee is designed to test your leadership and tactical skills to the quick. You can display in either "quadrant mode" where all four platoons may be controlled at once

or Full-screen Mode where the display homes in on just one platoon.



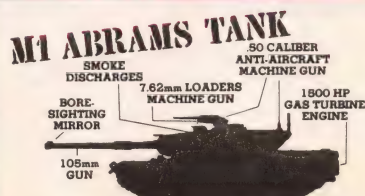
You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.



To the right of the compasses are five icons which represent the various types of weaponry available to the unit.

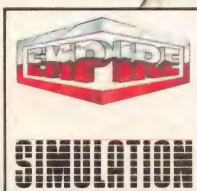
- MACHINE GUN - which is always available to the player and has an 'infinite' number of rounds.
- SMOKE - a smoke grenade which allows enemy vision to be obscured.
- HEAT - a high explosive anti-tank round
- SABOT - an armor-piercing tungsten shell
- TOW - a high-range anti-tank missile

The major capability on the quadrant map screen is to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map.

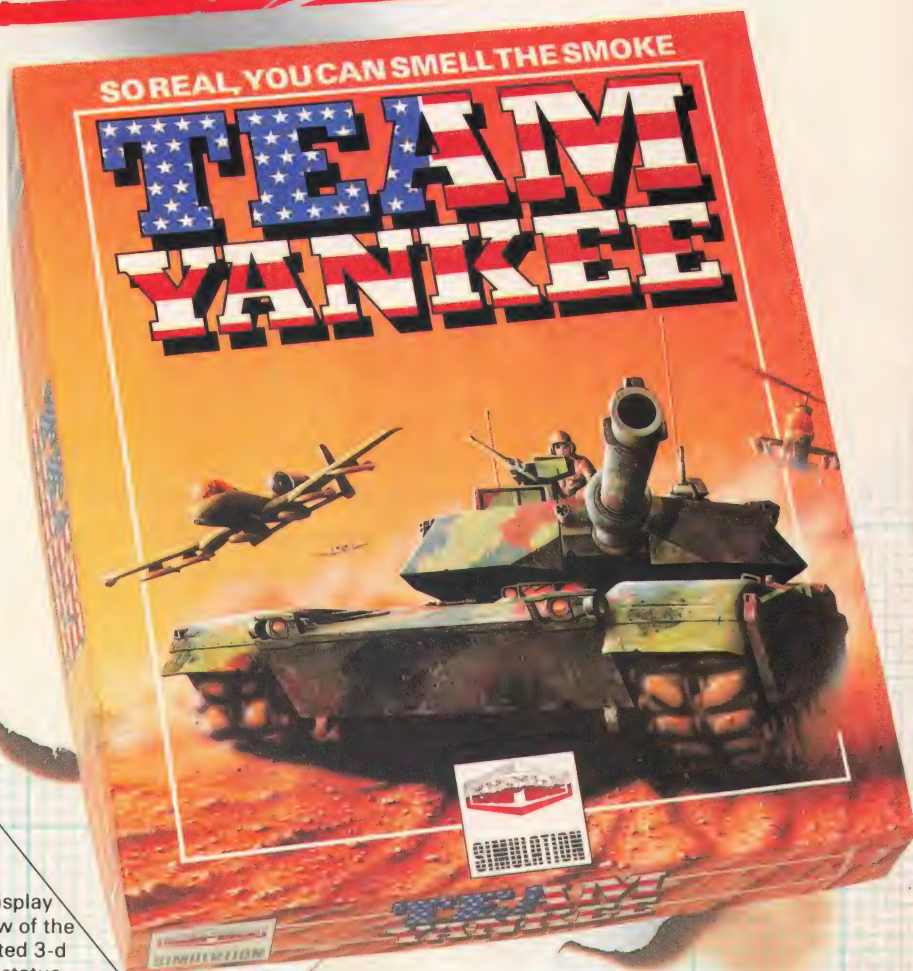


Crew: Four Main Gun Ammo: 55 Rounds
Armor: Chobham (steel, ceramics, plastic)
Combat Weight: 54.5 metric tons

Five major scenarios based on the battles featured in the New York Times No. 1 best seller Team Yankee.



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Team Yankee. The Novel was written by Harold Coyle. Made in the U.K.



Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on

3D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potecknov's crack tank platoons, attack Objective Link through sniper fire from forests, protect the Langen Gap from an entire Soviet tank battalion at night!



Engine smoke This will prove very useful in confusing your enemy if you find yourself in a tight corner.

Rotation icon and compass display.

Infra red (or thermal) imaging This feature is very useful for identifying vehicles camouflaged on the edge of forests. Contrary to popular belief the thermal image is green and not red.

Zoom. When this icon is accessed the central portion of the screen is magnified by a factor of 10.

Laser range finder. The range finder will lock on to a reflective target if the firing cursor is placed directly over the object.

Wide formation icon. This increases the spacing between vehicles in your platoon to 100 metres.

Narrow formation icon. This reduces the inter-vehicle spacing in your platoon to 50 metres.

Vee, a vee formation.

Echelon left - places your vehicles on a right to left diagonal relative to your direction.

Wedge - places your vehicles in a wedge formation.



In line - places your vehicles in a line abreast relative to your direction.

Column - places your vehicles in a line ahead relative to your direction.

Echelon right - places your vehicles on a left to right diagonal relative to your direction.

Scroll icon: The four arrows underneath the ETA display allow you to scroll your map in any of the four directions.

Dead Stop icon. This red icon, causes your platoon to come to a dead halt when clicked.

JUSTIN...

Alpha Waves: Infogrames



Billed as a completely New Age experience, Alpha Waves from Infogrames is aimed at your emotions. You set off on a voyage of discovery, adrift on a shimmering tide of sound and colour (Awwwww, romantic eh?).

You must move your craft through over 250 modules, each one designed to affect a different sense. A choice can be made at the start as to which module you wish to enter. For example if you wish to enter Motivation mode you can do so at the Emotions menu

on the main screen.

Your craft must be bounced up to the next platform and so on until you reach the door at the top of the module. Sometimes a key is necessary and these can be found lying around. If you successfully time your bounce and get through the door you will progress to the next module.

Programmed by the same team who did The Light Corridor the game features solid 3-D graphics, nice music and offers completely original gameplay.

Star Rating ★★ ★

... ..

Corporation: Core Design



Set well into the future you are a member of the elite espionage agency, Zodiac, you are sent to penetrate the highly guarded factory of top robot manufacturers UCC. Hired by the government to find out what's going on, you must not get caught, as complex political reasons will prevent the authorities from saving you.

At the beginning of the game you must choose which agent you wish to be from a selection of six: two women, two men and two androids, each with their own individual characteristics. The infor-

mation is shown graphically so that you can compare agents' heights and build to help you choose the right one for the job.

Various items can be carried around such as gas masks and bombs and so on. Each has a use throughout the game and you must make sure that you have the right object at the right time.

By filling in the accompanying card and sending a photo you can receive a personalised data disk with your image on it which can be used in the game.

Star Rating ★★ ★

Chips Challenge: US Gold



When Melinda the Mental Marvel takes an interest in you and tells you if you can finish the challenge, that you can join her friend's computer club, The Bit Busters, who are you to refuse?

As Chip you must run around the various levels collecting all of the little microchips. Collect enough and you can step onto the transporter to the next level. Some of the levels require the use of special objects, for instance

shields to protect you against fire, skates so that you can go across ice and so on.

Keys are also found around the level and these must be used to open the doors where some of the chips are stored. Sometimes switches have to be used in a specific order so that the walls will open up in front of you. This can usually be achieved by thinking logically about what to do next.

Star Rating ★★ ★

... ..

USS John Young: Magic Bytes



Set in the future (1995 to be exact), the U.S.S. John Young is present in the Persian Gulf when the situation worsens. Frequent confrontations between Iranian, Iraqi and American forces are occurring.

As captain of the destroyer you are ordered to provide extensive convoy protection for friendly ships. As well as this you have to be aware of submarine attacks and enemy planes. Your weapons are the most advanced available

and can be used to bombard enemy oil rigs, tanks and battle-ships. Being successful at this will increase your chances of victory.

You are in complete control of all of the ship's functions, right down to the menial task of loading your torpedoes when you run out. At any time during the game you can return to the bridge by pressing the 0 key. It is from here that you must try to sail your way to victory.

Star Rating ★★ ★

...CHECKEDOUT

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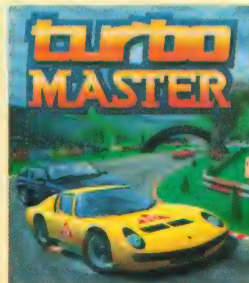
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JUSTIN...

Back to the Golden Age: Ubi Soft



The land that was once peaceful and serene, where the animals roamed freely and the people lived in harmony, suddenly became engulfed in an era of darkness.

A tyrant bearing the name Daimon gained possession of the four Edres. This gave him access to unimaginable supernatural powers that he used to create a decadent age.

You must search for Daimon, and once he is found, destroy him to restore the land to its once

pleasant state. With traps to overcome, enemies to defeat, and secret passages to find, your journey will be by no means easy.

Back to the Golden Age is an arcade adventure, combining combat with weapons as well as magic. Collecting potions, swords, and many more objects from opponents you have slain is one method of improving your chances of achieving your goal, but money can be well spent in the well stocked shops.

Star Rating ★★

... ..

Prosoccer 2190: Vulture Publishing



Prosoccer is a variant on the much used football theme. In this particular game, the pitch is totally enclosed and therefore the ball never goes out of play. This maintains the action and asks you to concentrate at all times!

There are two aspects to the gameplay: you can either play in arcade style or take the less physical role and be a touchline manager. Tackling, trapping, and kicking are skills you must master if you are to become champions. A player information section gives you

match statistics that are easy to interpret. This enables you to make tactical decisions in relation to what you know. The information includes player fitness and abilities, number of shots on goal, number of tackles, and the all-important score.

A two player option is available so you can compete with a friend if you find the computer too easy or too difficult to beat. Of course, there is more fun to be had when playing with somebody else.

Star Rating ★

Ran Xerox: Ubi Soft



French folk hero Ran appears on the computer screen courtesy of Ubi Soft (who else?) and is intent on saving the world. The arcade action involves you, as Ran, taking a serum to a population that is being decimated by a deadly disease.

Throughout your adventure, you'll have to collect lots of money and other objects which will help you complete your dangerous journey. Dangerous? That's right, for you are being pursued by the evil gang called Yakusa. Its gang members are intent on stealing the

vaccine from you so they can hold society to ransom, make huge amounts of money, and buy a villa in the south of France (or something like that!).

Fortunately, you don't mind the odd scrap, therefore you'll find yourself throwing punches and launching kicks into anybody that dares oppose you. Occasionally, it will prove more rewarding to interact with characters rather than force them to the floor first. The advantage of talking is that you can learn information and buy items of use.

Star Rating ★★★

... ..

Super Off-Road Racer: Virgin



Off-Road Racer was one of my arcade favourites when it first appeared. The coin-op allowed up to four human players to race against each other over rough and tough tracks that required all your driving skills to come to the fore. Ramps, humps, and large puddles were the main hinderances, as well as your three opponents who would bash you about!

The ST conversion is being done by Graftgold, the team

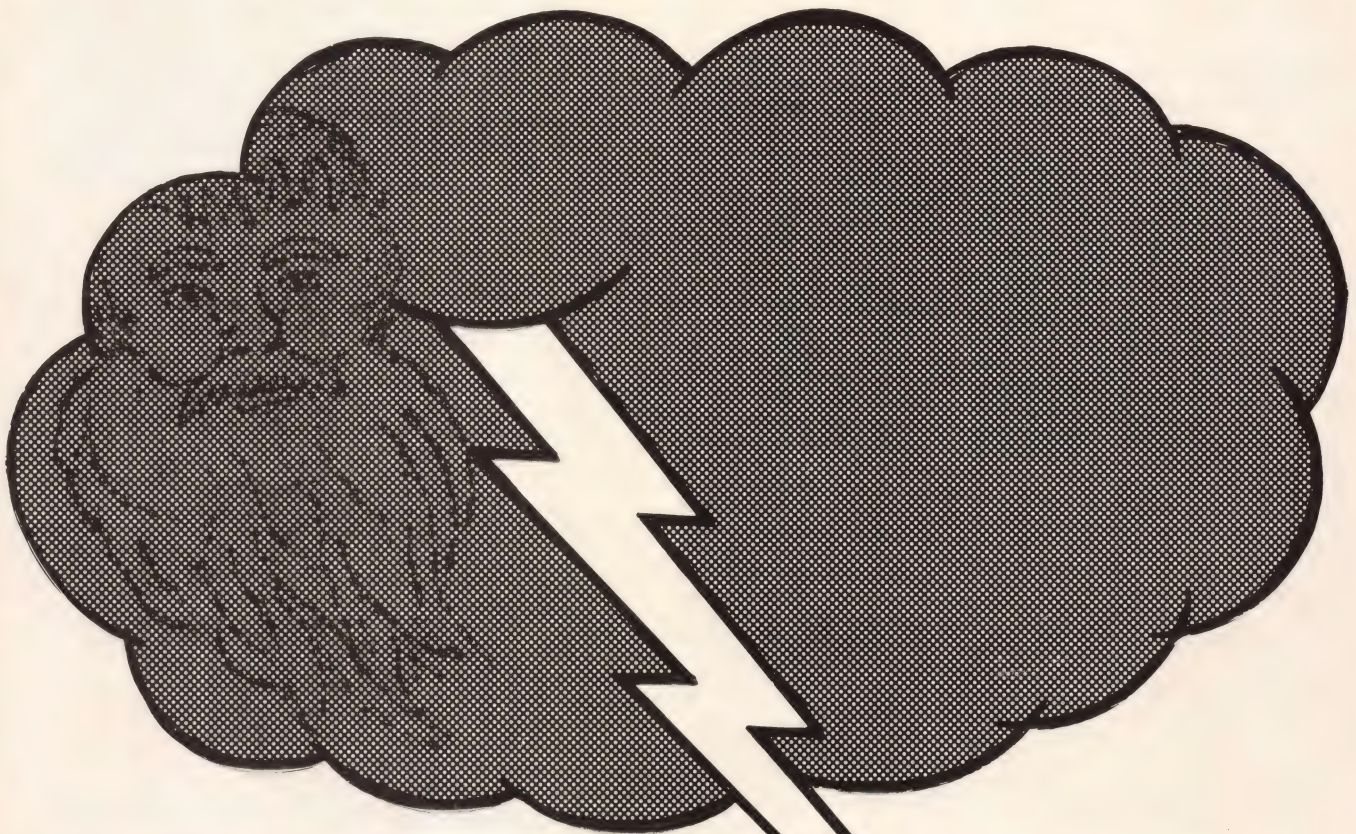
behind the incredible STA Rated Simulcra. With all the speed and thrills of its arcade equivalent, Off-Road will gain many new fans as well as maintaining its arcade followers. The ST product also has multi-player capabilities as well as a one player option.

Although the gameplay is not totally original, it should be well received by the public, and will be in tough competition with Psygnosis' latest racing game, Nitro.

Star Rating ★★★★★

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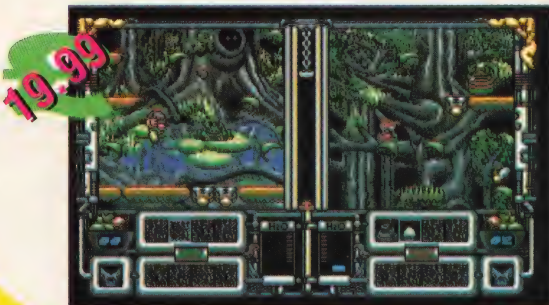
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JUSTIN...

Flip-it & Magnose: Imageworks



Flip-it and Magnose are two citizens of the planet Mars who have won a draw to travel to Earth. Their task is to bring back the millions of gallons of water that Mars must have if it is not to become a dead planet. Although the two heroes are friends, only one will be successful in this vital quest and so win the fantastic prize of two Gargoids which will ensure a life of ease and wealth.

However, the Earth and its inhabitants are not going to give

up their water reserves without a fight. The two heroes and the eventual winner must conquer six different levels in order to obtain the necessary amount of water Mars needs to survive.

With a split screen display, platform parallax scrolling, background interaction and over 20 individual programmed characters, Flip-it and Magnose takes the familiar concept of the platform game and comes up with several new twists.

Star Rating ★★

... ..

Supremacy: Melbourne house



Government presents one of the most complicated challenges known to man. In order to run a single country efficiently, a leader has to control and manipulate a veritable host of barely definable factors. Imagine how much more complex it is to govern an entire planet.

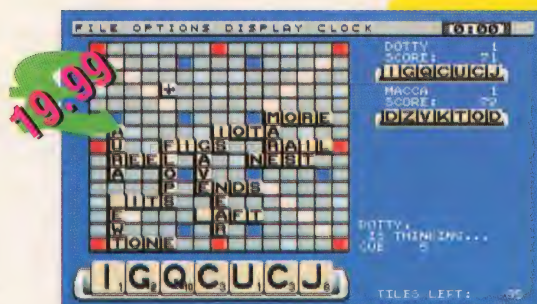
Supremacy is a single-player strategy/simulation game that offers you the chance to battle for economic and military domination in four planetary systems. You are

personally responsible for effectively managing economic resources, governing people, training crack troops, planning aggressive campaigns and directing your armies into battle.

Four alien dictators, one in each planet system, seek to crush you into submission. Your ultimate goal is to win all the territory there is to win and to annihilate all four opponents, thereby protecting your home universe from the threat of invasion.

Star Rating ★★

Scrabble deluxe: Virgin



Remember the days of no computers? When the only form of decent entertainment was a board game? Scrabble was one of the finest. This enhanced version of computer Scrabble is the official computer implementation of every family's favourite word game. Scrabble Deluxe offers fun and a challenge to the word power of players of all ages.

Scrabble is a word game for two to four players. The play consists of forming interlocking words, crossword fashion, on the playing board using letter tiles with various

score values. Each player competes for a high score by using their letters in combinations that take the best advantage of letter values and premium squares on the board.

Between one and four players can participate in the game, and you may play with friends, solo against the computer, or any combination of both.

The computer will compete on eight skill levels and uses a vocabulary of between 19,000 and 24,500 words, with a variety of special features included.

Star Rating ★★★

... ..

Dragon breed: activision



Kayus became the king of the Agamen Empire when he was just 15 years old. Those who were dissatisfied with his enthronement conspired to break the seal confining the King of Darkness, Zambaqueous, to seize the kingdom with his unstoppable black power. Thus wind was filled with miasma, and the ground rotted, gradually turning into an unpenetrable darkness. Can you as the young King, Kayus, stop the darkness from

spreading together with the ever shining Dragon of Light, Bahamoot?

Dragon Breed is a shoot em' up very similar in layout to another of Irem's arcade games, R-Type. There are six levels of action and various weapon enhancements including Flames, Homing Missiles (baby dragons), Lightening Bolts and Golden Scales. The going gets tough as soon as you get going!

Star Rating ★★★

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FIRE WALL: A line of fire will quickly circle about your body, scorching any life form that it manages to come into contact with.



PETRIFICATION: Any character shot with this spell will turn immediately into stone and then crumble into a miserable pile of rubble.



METAMORPHOSIS: Turns your foes into harmless frogs. Any frogs you create will then hop and croak their way out of the playing area.



GENIE: By drinking this potion, a genie will come rushing to your aid. He will shoot any opponents who dare to approach!



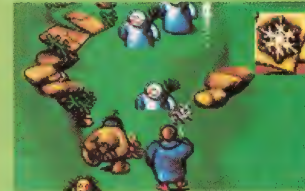
TWIN FIRE: This is a superb spell that will turn your wand into a two-shooter that any shoot'em-up would be proud of!



VAMPIRIC BULLET: Bats will attach themselves to the heads of your enemies and prevent them from moving until removed.



IMPRISONMENT: Any character on the screen will be immediately placed behind bars as soon as this spell is cast.



ICE STORM: A fiendish spell that turns people into melting snowmen – a very effective method of disposing of your enemies.

As a novice magician who is about to graduate to one more powerful, you see eternal wealth only a short time away. It seems the world is at your feet, allowing you to soon discover and fulfill your destiny. Suddenly, disaster strikes! On the final test of your skills, you accidentally lose all the scrolls and phials belonging to the Great Wizard. This is not good! By angering the mightiest of all magicians, it appears you may not, after all, be given the privilege of achieving a higher status.

There is, however, a glimmer of hope. The solution to your self-inflicted problem is simple. All you have to do is gather the Great Wizard's items back together again. So, venturing forth into the wilderness, you begin your search for the items, hoping all your dreams will be given a chance to become reality once again.

By taking control of the young magician, his fate is in your hands. If your mission succeeds, the Great Wizard will forgive you, but if you should fail...the consequences are frightening! Guiding your character, through the various lands is not an easy task. You will be attacked by people who, basically, don't like the

Mystical

INFOGAMES

look of you!

Fortunately, you're not completely defenceless for you can learn the spells that you collect. With the knowledge of these spells, you can cast them with great effect. Numerous spells can be executed so long as you have them in your possession. However, their use is limited so you should use them sparingly. Not only can you collect spells, but the occasional Big Mac can be discovered and eaten which will replenish your energy to a certain extent.

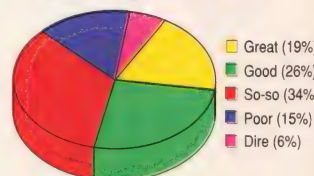
A two player option has been incorporated into the game with the second player controlling a rather stupid Golem-type character. Unfortunately, (due to his incredibly low

I.Q.) the Golem cannot cast spells. Although not as refined and subtle, his method of attack is much more primitive: he jumps on top of opponents and squashes them with his immense weight!

Mystical is a vertical scroller in which you can advance up and down the screen as well as across. At the end of each level is a god who must be defeated if you wish to proceed further. Apparently, the gods have some of the spells you need and that is why they must be vanquished. Once you have cleared a level, the Great Wizard will transport you elsewhere and your task begins again.

So play continues until you finally run out of energy and collapse.

PUNTER-POWER™



GAME: MYSTICAL
PRICE: £24.99

Mystical scrolls slowly and you feel restricted in movement with not being able to scroll horizontally. However, once you begin to play the game, you'll find it strangely compelling. The visual effects of the spells are very rewarding when they are used successfully, and the character designs are quite pleasing to look at. The two player option allows you to draw a little more enjoyment from the game, but not a lot!

GAMEPLAY: [Progress bar]

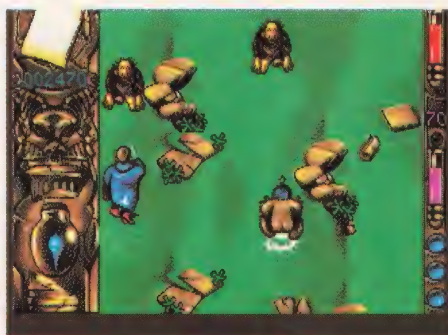
SOUND: [Progress bar]

GRAPHICS: [Progress bar]

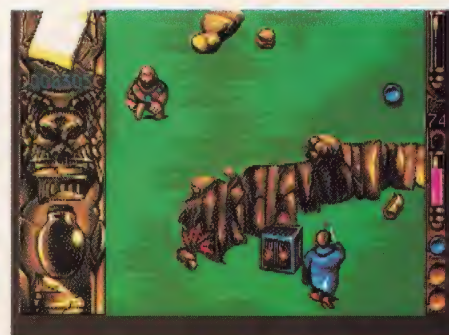
RATING=72%



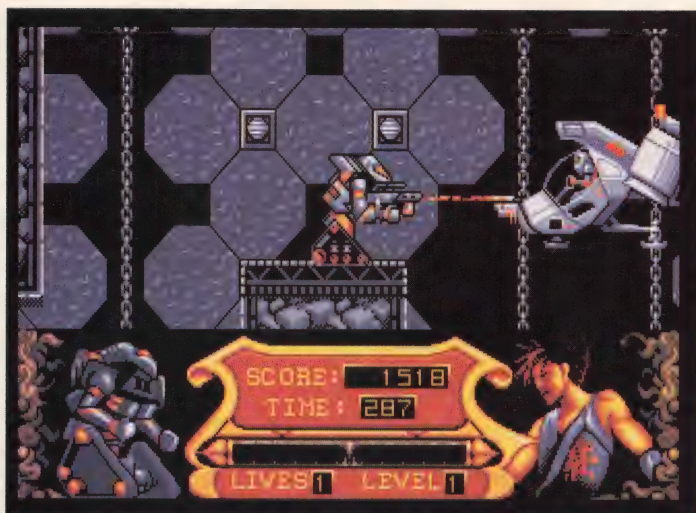
You cast a large array of spells at the god whose aim is to keep the magic that he has stolen. Both your energy and your opponent's are shown by the bar charts on the right side of the screen.



There is a two player option where one player controls the wizard, and the other player takes the role of a fat slob who attacks by springing into the air and squashing his opponents when landing.



Spells on the later levels tend to be a little more powerful than on the earlier ones. The lightning bolt is one of the best, frazzling your foes to their death with just one incredible deadly blast.



With your laser blasting away, it is only a question of time before you defeat the large end of level guardian. However, you are restricted to ground movement only and cannot, therefore, jump or dodge any incoming firepower!



Sometimes it is easier to run away from the enemy. By leaping onto walls, and then clambering up them, you can successfully avoid any attack you were under. Be careful, though, for you may find yourself climbing into even more trouble!

PUNTER-POWER™



GAME: STRIDER II
PRICE: £19.95

Strider II captures much of the atmosphere from the original with a little individuality of its own. The combination of platform and shoot'em-up works reasonably well although there are times when it's possible to just run and keep fire depressed. It should be mentioned that the speed of the game is quite impressive and is an important feature of creating that extra touch of excitement towards the gameplay, as does the music and the many other sound effects.

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=77%

Strider II

U . S . G O L D

Strider appeared on the home computers last year, and was confronted with the task of entering Russia to steal the enemy's secrets and return them to the western world. Battling the enemy in Red Square and braving the wintry weather of Siberia were no match for our hero, so his mission was a complete success.

Strider returns to the ST, only to find himself flung into the middle of an inter-galactic battle. When a powerful alien race decides to destroy the Earth, it seems as though Mankind is doomed. Just when the military were collapsing with exhaustion and resources were severely depleted, a number of top scientists discovered a way to fight back, offer-

ing a faint glimmer of hope to a dying race.

The scientists had invented a virus that was extremely effective against the Earth's foes. It appeared that the Human Race might survive after all. Not only would we survive, but once again, we would become the superior beings. However, an awesome blow was dealt...

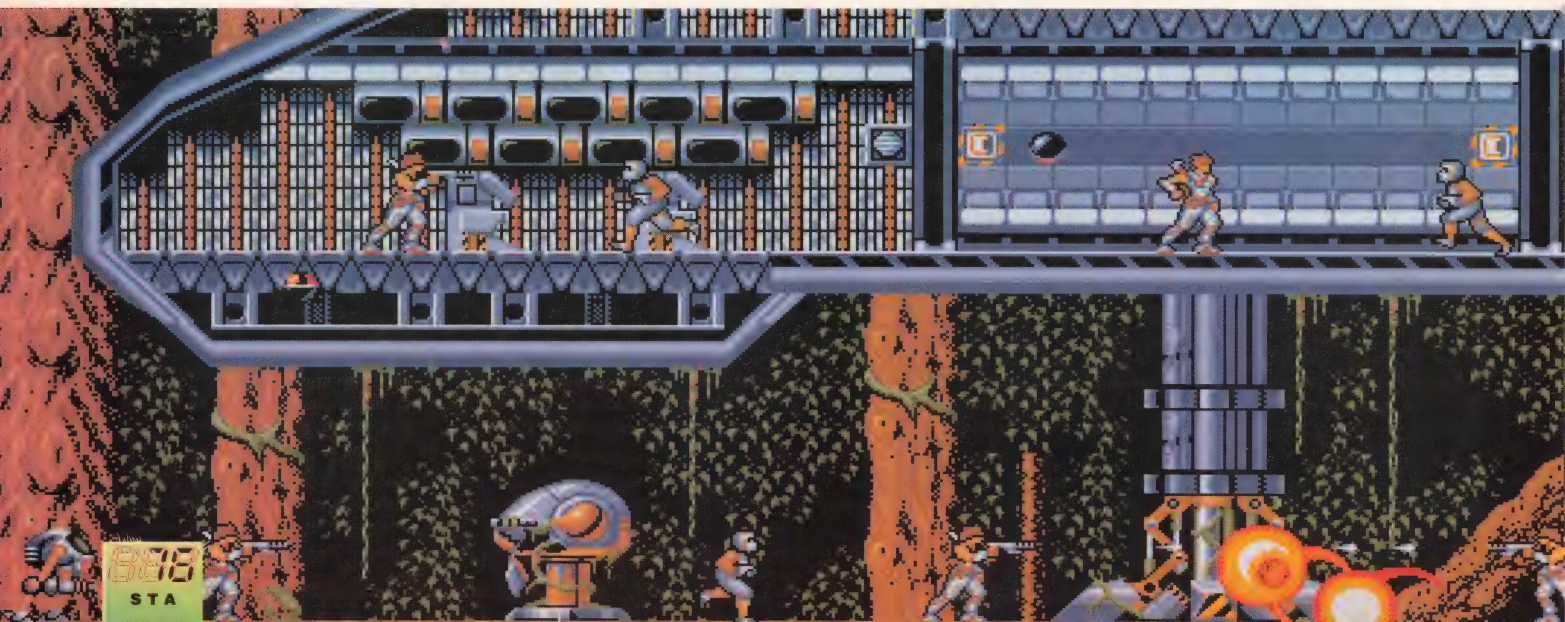
...The aliens somehow managed to capture our leader. She has to be rescued and it is Strider who has been assigned the frightening task. As Strider, the fate of the world is in your humble hands.

Strider II is similar to the original, with the platform shoot'em-up element still being the strongest idea

behind the gameplay. However, a number of improvements have been made, so our undercover agent, who shall for safety's sake remain unnamed (although some call him Alan Bunker, star of ST Action, local hero, man of many means, admired by Editor Nick Clarkson and all round good guy Jon Ross), infiltrated Tier-tex's lair and wormed all the information he could out of the programmers.

Q. Why did you decide to program a sequel to Strider?

A. The conversion of Strider I from the coin-op was highly regarded due to its great playability and closeness to the original. It seemed time to improve on a successful



STRIDING TALL AGAINST YOUR ENEMIES



The mechanical walking armoured robots aren't much opposition so long as they're destroyed quickly and decisively.



The many men that race about the playing area will withdraw guns from their clothing and take the occasional shot at you.



Birds appear harmless at first, but they will soon launch into the attack, attempting to finish you off once and for all.



The hero of the game! As Strider hangs from the wall, you marvel at his athleticism and agility, positive of success!



Armoured silos rise from beneath the ground. Perhaps the easiest way forward is to simply jump over them!



At the sides of the screen, you'll often see homing missiles hovering dangerously. They'll soon scream into action!



Very rare but very deadly are these armoured robots. They can absorb a number of hits before finally disintegrating.



Strider can transform into a robot which you will find more powerful when you come up against the end of level guardians.

product, and make an even better Strider.

Q. As there was no conversion involved with Strider II, where did the plot behind the game come from, and what was your objective?

A. The plot was devised by our in-house games design team. We wanted to incorporate as much of the feel of the earlier game as possible and enhance it with extra features.

Q. Will the coin-op company Capcom be coming to you to derive their coin-op from the computer version or will they be doing something completely different? Who will pay who for the rights to the Strider II game?

A. Presumably they will base the coin-op closely on our game but this is all up in the air at the moment.

Q. What exactly are the improvements that have been incorporated into Strider II in comparison with the original Strider?

A. Levels and maps are bigger than the original Strider and the whole game runs faster. The scrolling and action are also smoother. Strider II can do all the same moves as the original but the character you control now has guns and can transform into a highly armed robot.

Q. Can you give me some technical data about the game that may prove of interest to our more technically minded readers?

A. There is 85K of coding, 30K of maps, and 400K of sprites and pictures. The character Strider consists of 43 frames, and the overall game has five levels with a full 16 colour background. There are 25 different sprites and 306 frames in total.

Q. How long has it taken you to program Strider II and how many people have been involved in the whole project?

A. Strider II has taken over a year and involved four programmers, five graphic artists, and a musician.

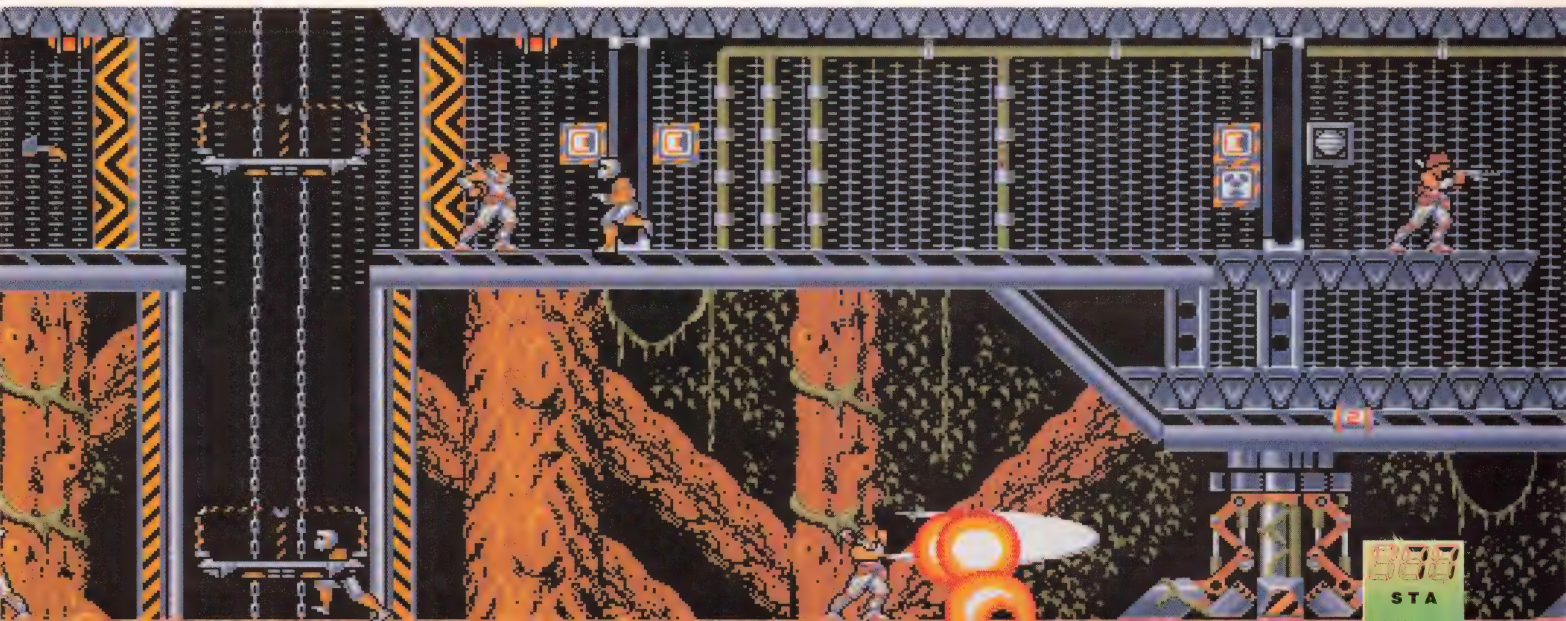
Q. Is the final version the same as you originally planned, or have changes been made? If changes have been made, what were the reasons behind them?

A. Our final program is exactly the same as our original plans and no sacrifices have been made.

Q. Finally, what projects will you be working on now Strider II is finished? Are you doing any more work for U.S. Gold?

A. We are working on a top secret original project as we speak but we're not telling you any more – you'll all just have to wait and see, won't you?

Don't you just hate the air of mystery that programming teams insist on surrounding themselves in? Maybe one day, they'll answer that question a little more informatively! Anyway, thanks to everyone at Tier-1 and U.S. Gold.





This is the room where the crime was committed. It is your job to bring the guilty party to justice. It's no use questioning the stiff in the chair.



If you're familiar with Cluedo you may notice the difference between this screen and the regular game board. There are more rooms to visit.



Most of the local men have at one time cast a longing glance at Miss Scarlet. Now she's one of the prime suspects in the murder case.



Cluedo



Master Detective

VIRGIN/LEISURE GENIUS

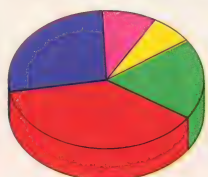
As the long winter nights draw in and Christmas draws ever closer don't you sometimes get the overwhelming urge to hunt around your old toy cupboard and dig out your old favourite board game? Don't you ever feel the need to shout out, in a room full of relatives "It was Miss Scarlet in the conservatory with the lead piping!"? Well now you can do just that with those said relatives while comfortably squashed around the keyboard of your ST.

The latest version of the ever popular Cluedo game has arrived with a vengeance. Once again you can don your deerstalker and pretend to be Miss Marple or even Charles Bronson(?) as you try to hunt down the killer of your host, Mr Boddy.

Which of the 10 suspects committed this dastardly crime, with which weapon and in which of the 12 rooms in the house?

Eight possible murder weapons

PUNTER-POWER™



GAME: CLUEDO
PRICE: £19.99

RATING=63%

I've never been totally sure that converting popular board games to computer format was such a hot idea. Part of the popularity of such games is playing and beating people you know. While this is possible on your ST, it can be quite awkward to actually fit a group in a comfortable position around your keyboard and screen. Cluedo is well done but I'm not sure it's worth the 20 pounds being asked. You're probably better buying the board version.

GAMEPLAY:
SOUND:
GRAPHICS:

ranging from poison to the good old rope have to be sorted through and systematically eliminated from your enquiries. When, and only when, you have the answers to these three questions will you be able to mutter the phrase "Elementary my dear McNally", (should you really want to that is).

Up to 10 people can play the game, each taking turns as in the board game, so you'd better make sure you've got plenty of room around your telly. Any of the players that are to be unused by humans can be computer controlled or left as neutral, which means they will take no part in the game.

A minimum of three characters must participate in each game. This number can be made up from any combination of human and computer players, you can even have all of the people controlled by your Atari should you wish.

The standard rules of Cluedo apply and should you not be familiar with them then you can find them in the instruction manual that accompanies the game.

Each player is graphically represented on screen and all have individual characteristics. For example, Miss Scarlet has a cute little wiggle as she walks, while Colonel Mustard marches along military fashion.

Sound is limited to the clicks of the computer dice or the noise of the footsteps as characters move around Boddy Manor, except for the opening sequence while the game is loading. Here you are treated to the brutal sound effects of the dastardly deed being committed.

A PORTRAIT OF SOME OF YOUR PRIME SUSPECTS



Mr. Green is keeping bad company. Now he's a prime suspect in a murder case.



Prof. Plum is another unlucky chappie, caught once again in a tangled web of murder.



Miss Peach is a newcomer. With many suspects and no leads the task is difficult.



Miss Scarlett is still as alluring as ever. Personally I don't think she's guilty.

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ATARI USER REVIEW




OUR PRIORITY: GAMEPLAY

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Headcoach is the complete American Football simulation. You take charge of the latest recruit to the National Football League, and through skilful design of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the Superbowl. Unlimited seasons, and ageing players, produce a realistic game of fluctuating fortunes.

TRAINING CAMP

Here is an opportunity to assess your players before they take the field. The appropriate coach will give you a view of the current form of any of the players and how they are performing in training. The current sharpness of any player can be assessed from their time in the 40 yard dash. Wide receivers, cornerbacks, running backs and linebackers are all positions where speed off the mark is crucial.

COLLEGE DRAFT

During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). There can be many weaknesses. The college draft should be used to find those stars of the future and make sure that they're playing for you.

THE MATCH

The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of your opposition. It's here where the strengths and weaknesses of your own players are highlighted.


STATISTICS


The statistics section will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks....all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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Double-Bubble Seven has to negotiate his way through this level, known only as Licence To Bubble. All of the lobsters have to be released using the keys that can be found lying around.

"The name's Pond, James Pond. And you Fishfinger are about to be detained at Her Majesty's pleasure."

"So Double-Bubble Seven, you've finally found my little hidey-bowl. You secret agents have the worst sense of timing. Can't you come back later, I've got a terrible haddock at the moment"

"Oh no you don't Mr. Finger, I can smell something fishy going on here. I'm about to put an end to your wicked crime-wave" (Wave-Geddit?)

"Oh my Cod! It appears you've caught me red-handed, or red-finned as the case may be."

"That's always the way. Never will the criminal elements escape from an Underwater Agent from Her Majesty's Secret Service. I'm taking you in. You'll fry for your dastardly deeds, and don't try and run or I'll batter you! Don't worry, where you're going you'll have a whale of a time!" (Cue funky music and roll credits)

James Pond is here, he's cute, he's a hit with the ladies, he's a fish. MI5's only underwater agent, always around when you need him to clean up the seven seas. Right now, just between you and me, those seas (yes all seven of them) need a little cleaning up. Guess who's got the job?

Taking on the role of Pond himself, you must swim through the 12 missions provided as you bid to save the sea and the rest of the world from the baddies.

Mission one is the wonderfully titled, Licence To Bubble and is basically a warm-up level to get you into the game. That's not to say that it's boring. In fact there's plenty to do on screen, although the programmers obviously didn't feel the need to fillet (oops! No more I promise). This



James P

M I L L E N

WELCOME TO THE JAMES POND MANSIONS

The Pond house is where James will store all of his social items

Your score will increase rapidly upon picking up bonus objects

All of your missions are against the clock.



This tells you how many objects you have and how many more you need.

The lives you have lost are indicated by the number of fingers James is holding up.

This pipe will allow James to go back into the game.

James Pond, Underwater Agent is ready to face anything.

The fishometer decreases each time Pond is touched.

involves setting free six trapped lobsters that are about to be collected by the nasty scuba-diver. To do this, you must swim around the parallax-scrolling screens picking up the keys to open the cages. This has to be done before the diver can haul them up into his boats.

Along the level, there are lots of

items to pick up, most of which just provide you with lots of lovely bonus points. Certain items are special and have to be collected in order to use in certain situations. These items can be stored in your house for later use and can be retrieved when necessary. These items include objects such as a pair of sunglasses or a

top-hat, which are used to help you in the missions later on in the game.

Each of the missions has a name that is loosely based around the title of one of the Bond movies. For example, mission two has the enticing title of From Sellafield With Love and involves you hurtling around the level, leading cute little pink fish to a



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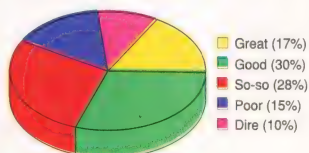
pipe so that they can get away from the radioactive canisters that have been dumped.

Others include A View To A Spill, Fishfingers and Leak And Let Die. Most of the missions have an environmental leaning, such as the disposal of toxic waste and oil leaks. Could it be that James Pond is the world's first green underwater agent?

During the game a tuna plays (Look, I know I promised but it's not easy) that owes a lot to the Bond theme. This is pleasant enough and can always be turned down. Your lives are depicted by the hero himself in the bottom right of the screen, holding up the correct number of fingers (fishfingers?) and upon losing one (life not a finger) Pond usually gives you a message telling you how he's feeling. Lose three of these and it's back to the start.

Picking up certain objects such as little fairies will provide you with an extra chance. This will be rewarded with a smile from Pond at the bottom of the screen as he sees your chances of completing the game improve. At the end of the game there is a chance to immortalise yourself on the score table.

PUNTER-POWER™



GAME: JAMES POND
PRICE: £24.99

Ian Fleming would probably turn in his grave if he could see what Millennium have done with his super-smooth secret agent. He probably wouldn't mind too much though because this is a cracking little game, fun to play, nice to look at and it's addictive so you'll keep coming back. Although it's obviously based on 007 it is a completely original idea and these days that makes a refreshing change.

James Pond has lots to offer most gamers who aren't really looking for anything to tax their brains too much. That's not to say that it doesn't require any thought at all, because sometimes it can get quite awkward. The game on the whole is so playable and simple to get into it should have you returning to it time and time again, at least until you complete it. Let's see old Pondy back in more games in the near future.

GAMEPLAY: **SOUND:** **GRAPHICS:**

RATING=83%

WHAT YOU WILL FIND LURKING IN THE POND



Anchor: Picking up items such as the anchor will give you plenty of bonus points.



Bear: These cuddly little creatures will improve your score no end if you pick them up.



Can: Pond must beware of the canisters of radioactive and toxic waste lying around.



Clock: Run out of time and your dead, pick this up and those few extra seconds will be yours.



Diver: These deep sea divers are also out and about trying to catch specimens, namely you.



Key: Pick up these to release your amphibian buddies from their underwater prisons.



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Dungeons & Disk Drives

Oh boy, am I in trouble! The Dungeon looks like a bomb has hit it, the kitchen is piled high with dirty dishes and all around lie piles of unanswered letters. My eyes are bloodshot, my head hurts and the rest of the Dungeon Crew are refusing to speak to me. Well I'm very sorry, but I don't care how upset they are, the new rule must be enforced. Until this place is tidied up and everyone agrees to do at least two hours work a day – NOBODY, but nobody, gets to play Mindscape's Captive anymore! (I've hidden the disks to make sure.)

God knows how we'll be able to get this month's scroll written in time. I know for a fact that the Troll has been stuffing unanswered letters behind cushions and under Dragon's bedding. I thought after we destroyed the fourth Star Base they would have tired of the game, but no they are still uncovering fresh treasures and nastier monsters. I have even been told that there is Sherman Tank waiting in one of harder areas. Groan!

Well I did say that I would report to you on Mindscape's **Captive** after we got our hands on a copy, but little did I know what we were getting into. One hour of playing this Dungeon Master lookalike and the whole Crew was hooked. We've been exploring its depths until the early hours and we have decided that this must surely be the best game for years. We don't know what kind of score the joystick kids in the front office are going to award it, but if the garbled telephone call we received from 'Boy Blunder' is anything to go by, I suspect we are looking at a smash-hit.

There are a hundred things about it which we don't yet understand (which is something we like) so we hope you are going to send us lots of letters giving us hints and tips on how to use all the strange objects that can be bought and found. And have you seen the Fire Monster in the fourth star-base? The 'sonofabitch' almost fried us!

Having realised that we had indeed stumbled into a mega smash game and that we would soon be drowning under the mail which would come from other adventurers, we decided that something drastic must be done. In a case like this we agreed that the only thing to do was to go to the man at the top, the game's creator – Tony Crowther.

To ensure that ST Action readers got the best man available I spoke with Tony and he has kindly agreed that the Troll can ring him

directly with any questions which you might have. Over the next few months we hope to slowly uncover a few of the mysteries which the game contains.

To begin with, Tony gave us a few hints which will help you get started. Sticking your hand in a wall socket not only allows you to recharge your chest, it also turns your hand into a powerful weapon which can fire electrical bolts – great for long distance fighting. Look closely at what appears to be empty wall cupboards, they really contain a secret switch.

Just as in Dungeon Master, if a door won't open, give it a thump. Ignore software error messages which mention a Guru Meditation number – this is a joke on Amiga owners who often see such messages when playing naff software on their own wonder-organ.

Most powerful weapons are the ladders which allow you to land on a group of monsters when moving between levels. If you move into a location which is occupied by a group of baddies they will instantly explode in a great cloud of brown dust, leaving behind their gold and goodies.

Likewise the good old closing door will beat 'ten bells of hell' out of the opposition if you can trap them in the doorway. And what the devil are the dice used for? My lips are sealed until next month.

CATCH A CARTOGRAPHER

As you've no doubt noticed the Troll is 'Into Maps'. While he likes his maps on paper, (don't ask why!) Boy Blunder and I prefer them on disk. Let's face it, a computerised map is easier to post, share and print. If you want to increase the Troll's collection please send him your maps via Neochrome or Degas files. No doubt he'll continue to print them out

on toilet rolls for his own disgusting uses, but that's his business.

I should mention that most of the maps you have been viewing lately come from the collection of John Barnsley, who informs me that he now has both the **Bloodwych** and **Bloodwych Data Disk** maps on disk for sale at £2 each (write to 32, Merrivale Rd. Rising Brook, Stafford ST17 9EB).

TROLL LETTERS

DRAKKHEN PYRAMID REVISITED

In your recent column you had a letter from Stuart Osgood telling you how to get into the pyramid in Drakkhen – it doesn't work. What you have to do is approach it from the sea, you don't need any spells. This took about 3 days to discover, so do I get 2 free pieces of software if he got one piece for a wrong solution?

Nick Quin, Cumbria

But how do I know that you aint telling me 'porkies' as well? If what you say is correct, what I will give you is permission to go round and beat the living daylight out of him. Give him a thick ear from me as well.

One useful cheat I have received for this Froggie game is that when creating a character, type the name 31415927 <Return> SUPERVISOR <Return>. Now continue as normal. During play, pressing keys F10 will replenish Magic and Hit Points. Hold down F9 and 'right-click' at bottom of dialogue window to bring up the Supervisor window. Doing the same with F8 has a very interest-

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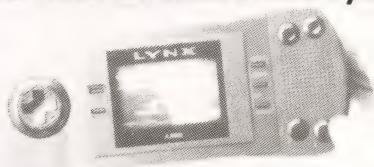
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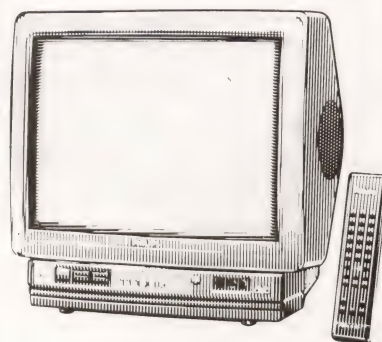
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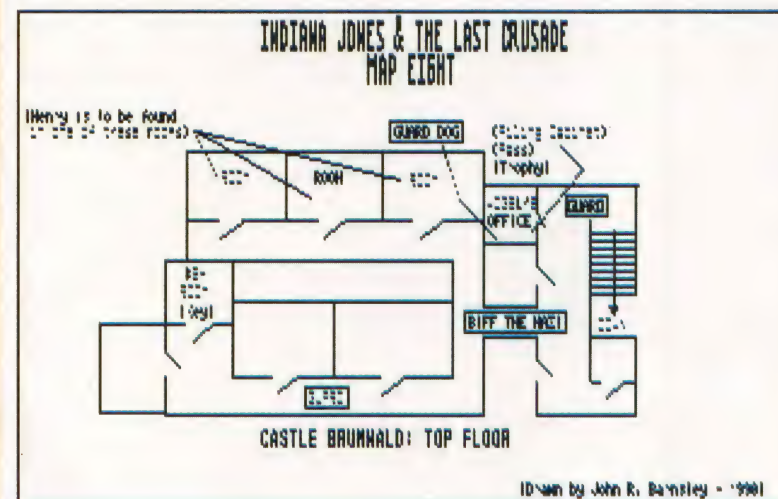
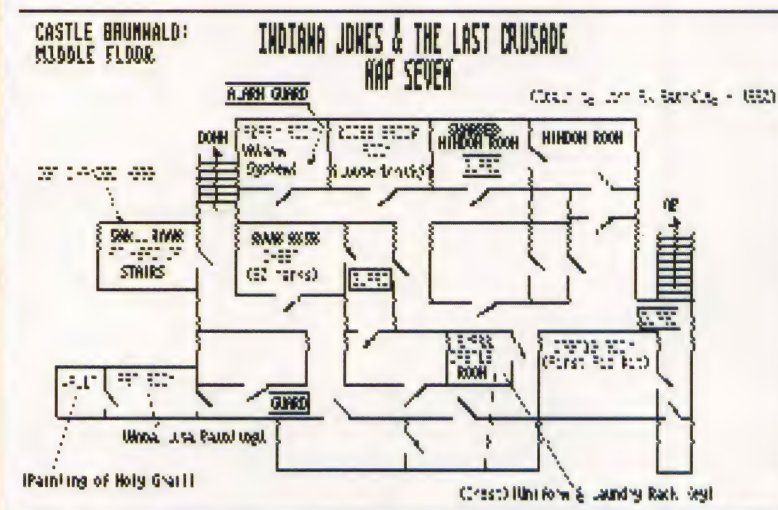
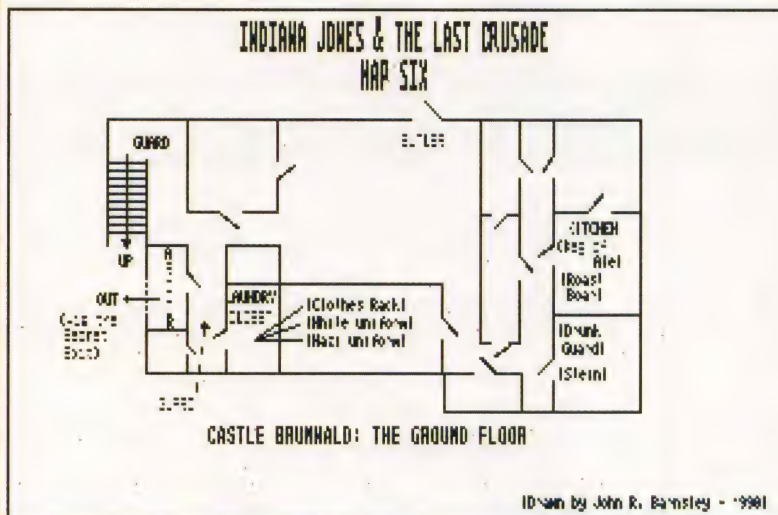
With its dedicated monitor input, this model combines the advantages of a high quality medium resolution monitor with the convenience of remote control Teletext TV - at an excellent low price!

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includes VAT, delivery and computer connection lead



Indy's Adventure has its share of troubles. To aid you around the castle, here are the plans.



ing effect. Try it and see.

SECRET ENTRANCE TO GOLD RUSH

As I'm sure you will have guessed by now, most high green snottyness, I must be a real dunce not to know how to complete Gold Rush after writing to you twice. I only have one question this time. How do you get into room 21 in the Green Pastures Hotel? I gave the message from the clerk to the occupant of room 11 and then managed to get inside. I then opened the window, but I cannot get out before he comes back. Can I get out the window, and if so, how? Also, where is the ladder in my brother's cabin?

A. Crichton, N. Ireland

I thought Scots hooligans were bad enough, but if I'm going to be plagued with crazies from N. Ireland I might as well lock-up shop. You say that you only have one question this time, then you go and ask two! For a start it's not room 21 you want, it's room 12. How did you get on with sums at school? Are you still working in the Northern Ireland Bank?

I give up, having spent hours helping you get into room 11, I now find you struggling to get out of the window. Think back to the gravestone at Sutters Fort. Don't you remember the picture of the cannon which was carved there? Look above the fireplace and you'll see a cannon which can be operated to open a secret passage in the fireplace.

As the problem at your brother's shack is giving you 'the diarrhoeas', (I was going to say something else, but I couldn't spell IT) I suggest you go and examine his toilet more carefully.

Did I tell you why the Irishman crossed the road? Because it was the chicken's day off!

PICKING UP KEYS IN CASTLE MASTER

First, thanks for telling us about the key on top of the chair in Castle Master, but some of us can't find more than six keys. Could you name the location of the other keys and (grovel, grovel, bow and curtesy) explain how to work the four green buttons on the wall in one of the corridors?

Janet Reid and the Boys, Western Australia

Oh goody, I'm getting letters from the colonies now. Well I don't see why I should help you. What has Australia ever done for me? We sent you ST Action and you sent us Kylie Minogue, Skippy the Kangaroo and that 'orrible soap, "Home and Away" – one of which can't sing. (Answers on a postcard!)

The keys are to be found: on the wall in Kitchen, inside chest in Igor's Chamber, in Hay Barn, inside horse in Stables, inside Well, on the wall in Vault Vestibule, on the roof of the Chapel, on the wall in Pentacle Vault, on top of the gold nugget in Shrine, on top of chair in Wizards Hut.

As for the four buttons: stand on diamond patch, face forward and rotate quickly, actioning the four buttons until they are all in

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



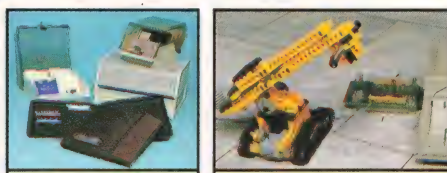
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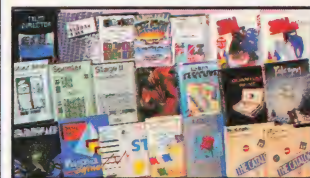
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at once – the barrier will now open.

AVOID THE DEADLY AIRPORT FOOD

How do I take the 'Blue Plate Special' in the Airport restaurant of Leisure Suit Larry II? I order it, but when it comes I can't take it. It just says, 'You don't need it', or 'It's stuck to the table'. What do I need to type in? HELP!

Baz, Cheshire

If you have gone into a restaurant and ordered a meal you are supposed to eat it; not stand up, put the plate of food in your pocket and walk out. Your address says Cheshire, but I'm not convinced. I have heard that some Scotsmen walk around with slices of porridge in their sporan – I don't suppose you would let me come round and lick the inside of your pockets?

Instead of creating such a scene I suggest you SEARCH or EXAMINE the food and maybe then you'll find what you are looking for and stop making an exhibition of yourself.

CAPTIVE'S FIRST MISSION EXPLODED

I have just purchased Captive (on your recommendation) and it is an excellent game. I really think that this could be the game to topple Dungeon Master. However I am helplessly stuck on Mission 1. I have entered the base, killed all the monsters and found the Planet Probe, but now I can't leave because the door by which I entered will not open. I have purchased an Anti-Grav device, but this does not work either. Is my version bugged?

Mark Newing, Brighton.

Your game isn't bugged, but your head is. You seem to have forgotten why you were sent there in the first place. When you first entered the base you found a bundle of dynamite and a note, (not even a piggy-eyed human could have missed them). The note said, 'You will need this – (the explosives) – to destroy the generators'.

The exit door will not open until you complete your mission. To activate the dynamite place it about halfway up the screen on one of the generators. If you place it too low it will simply sit on the floor and not explode (later you'll find that activating floor mines requires the same action). Now comes the good bit. You have only moments to get out before a wall of flame chases you down the corridors. Great isn't it?

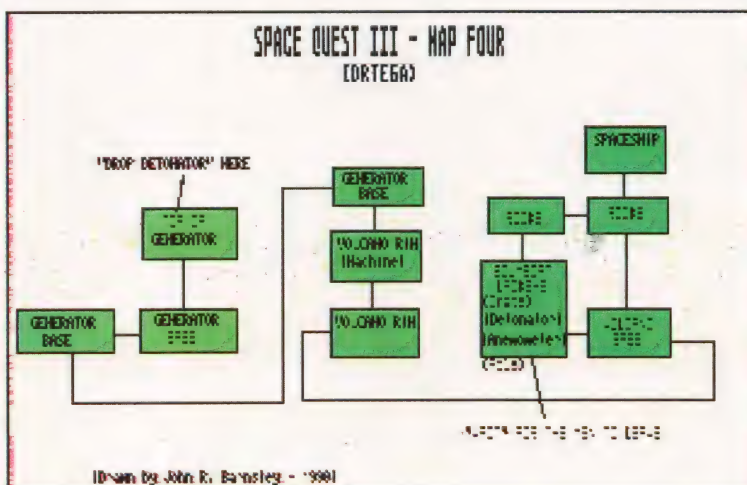
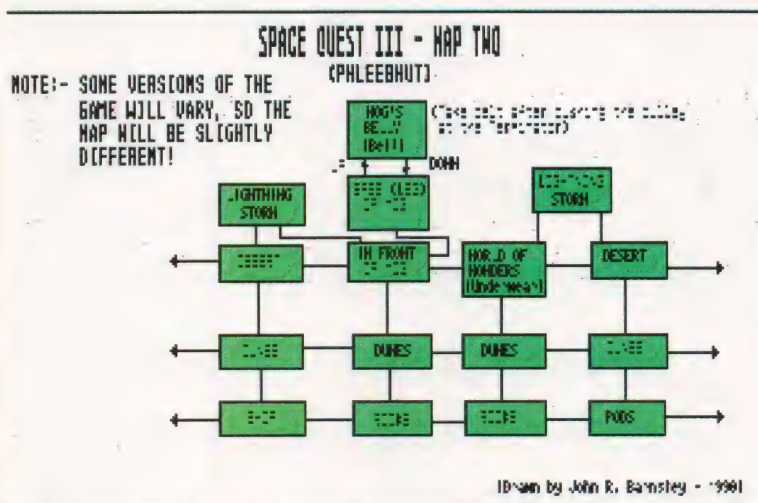
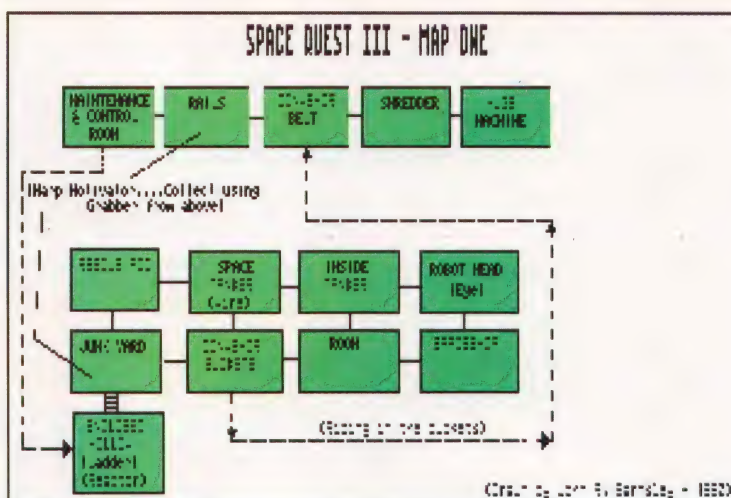
CHARM THE PANTS OFF LARRY III

Hi Wartyness, please help me with Leisure Suit Larry III. What gift do you have to give to Passionate Patti and where can I find it? Please help or I'll throw Larry off the cliff.

Paul Farrelly, Belfast

Another Irishman! You wouldn't happen to be the person who rang the Dungeon last week to ask Mitch how long it took the Crew to complete Larry III are you? When the Dragon said, 'Just a minute' the caller said, 'Thanks very much' and rang off! Anyway the answer

Roger Wilco is lost. Using these helpful maps you may help free him from Space Quest III.



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you need is, 'a lei of flowers'. You'll find some flowers in a cave whose disguised entrance is on the left of the patch of tough grass outside the nightclub. I tried giving her a box of 'Woodlice Surprise' but no luck!

I did receive a filthy scroll from some idiot calling himself the Supreme Warlock who listed a few amusing things to do in this game. As Larry: feel behind the TV set when it is switched on. Don't dance when you are on stage. Sunbathe on the beach until you are burnt to a crisp.

As Patti: throw your panties at the male stripper. Smoke the marijuana.

A SPRINKLE OF MAGIC

Just a small request from a small person. Can you tell me where to get the wand in Kings Quest III? I'm all set to go cookie baking and I've got nothing to wave.

By the way, does Mitch actually let you go out alone? I think I saw you last Bonfire Night. I'm sure Dragon had you sitting on a street corner asking 'A penny for you'. Did he ever get one?

Adrian Pearson, Birmingham

I was going to suggest that you do your cooking in the nude then you would have had something to wave, but as you have already admitted you are a small person I suppose that suggestion is no good. Why not get the key for the magician's safe which is on top of the wardrobe and then use the wand it contains?

We didn't make much money on Bonfire Night, but we sure as hell scared the shoppers coming out of Safeways who tried to walk past without giving us something.

GOLDEN NUGGETS FROM IMMORTAL

Come out from under the fart-filled bridge and pay attention while I give you some golden nuggets of info for The Immortal. I am on level 5 now and I just know you will be stuck above me because only a superior human can work out the problems with this game.

On Level one you must hold the Amulet up to the light in a certain room to open a trapdoor to Level 2. Do NOT read the runes! On Level 2 you can buy the anti-slime oil from the merchant, by saying NO to his offer as he will then reduce the price. Once you have used the Wisps to kill the King's guards, plant

the spores to weaken the King. Leave the room then return after 10 seconds and offer him water, he'll then tell you the solution to the Gem problem.

Well, how about a prezzie Fatty?

B. Tomkins, Norwich

How about a kick in the teeth Skinny? Okay, I'll confess this game is pretty, but after spending hours replaying each level to solve the puzzles I'm beginning to wilt. Just to prove that I know when I'm beaten I'll send you a prezzie, but do open it carefully. I'd be heartbroken if it was to damage your pretty hands in any way.

HOUSE BREAKING TECHNIQUES

Thanks for your help with my last problems, but alas Personal Nightmare is still causing me trouble. I have got into Honeysuckle Cottage and while exploring, promptly got burned by my loving Aunt Alice. You said that I should throw a jug of water over her to kill her. Where is the jug, and if I find it will I actually have time to type in the command?

I think (not know!) that the axe should be connected to the stake, but if so, how? I also need to get the hook from the garage, but how do I light the oxy-acetelene torch? Finally is there anything to be discovered by examining Peter Mason's porno calendar?

Richard Gaylord, London

Well what you discover from the calendar depends on what you already know. With the aid of a magnifying glass, Dragon and I discovered quite a bit - nothing which would help us in this game, but nonetheless it was very interesting!

While exploring Honeysuckle cottage you should take your shoes off to avoid waking up the old witch. You can now tiptoe into her room and remove the key from around her neck and the ladder from under her bed. I don't know why she keeps a ladder under her bed. I suppose it would come in handy if she wanted to 'get up to something' during the night. (I've suddenly remembered where Mitch keeps his calendar!). With the help of the ladder you can gain access to the loft where the jug and other things await you.

There is a box of matches in the Pub's kitchen which will light the torch. The axe head does not fit on the stake, (you are wrong again!). Instead it fits on the handle of the Maul which you can find in a garden

shed somewhere.

THE KEY MAY NOT BE UNDER THE MAT

I am writing to you, O' Spineless Oracle, to ask for your help with Mindscape's Uninvited. How the Dickens do you get past the unmarked door in the Study, the light in the Bathroom or the unmarked door in the Observatory?

T. Gray (Yet another Haggis Basher)

Don't ask me how to get past the light in the Bathroom, I never go in there. As for locked doors they normally need a key. There are two keys which I know about in this game and the first is hidden inside a chair. Grab a knife from the kitchen and do some serious damage to the furniture. The second key is held by the nasty, little red git who keeps skipping around the house. You won't catch him early in the game, but towards the end when he starts getting hungry placing a cookie on the floor from a smashed jar in the kitchen might slow him down.

I asked Mitch about the bathroom and he said that the last time Dragon had a bath he flooded the place and Mitch found him floating around the ceiling. Maybe that info helps.

KINGS QUEST DO'S AND DON'TS!

I read your invitation to draw some maps for you 'Great High Exalted One', so I have decided to send you the map for Kings Quest. I also enclose some advice on how to work out the name of the gnome. The note in the Witch's House says: 'Sometimes it is best to think backwards.' This means that if you write down the alphabet and then underneath you write it again, but backwards (e.g. Z under A) you can use this list to work out his name. The gnome's name is RUMPLESTILT-SKIN, which becomes IFNKOVHGROGH-PRM.

Here are a list of Do's and Don'ts: Don't stand in front of the rock when you move it. Don't pet the giant rat. Don't step on the dragon's tail.

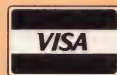
Ian Kerridge, Hove

Well I'm glad you didn't expect me to work out the name of the gnome. It's all very well to say, 'write out the whole of the alphabet'. Do you realise how big the alphabet is? I reckon that there must be hundreds of letters in it! And I ain't afraid of stepping on no dragon, at least not if he's looking the other way and the back door of the Dungeon is open!

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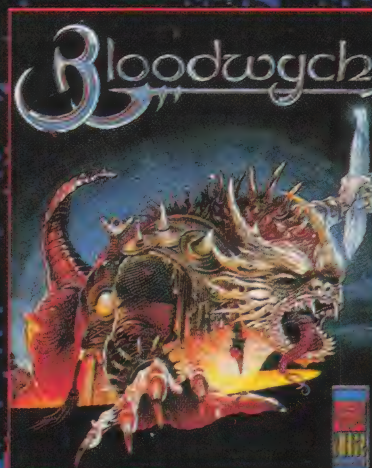
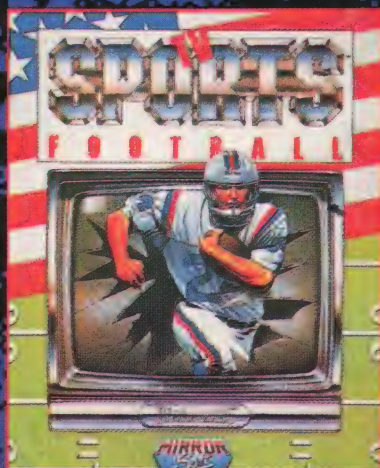
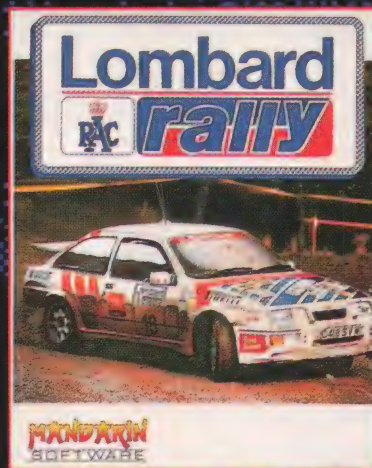
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An enlarged view of Europe. The lovely town of Macclesfield must be on there somewhere.



This serious looking chappie is your commander. He's the one landed with the job of firing all of your missiles.

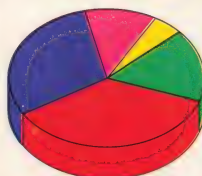
The Final Conflict

I M P R E S S I O N S

The world's worst nightmare has just begun. Political tension has been steadily rising in recent days and all frantic attempts to resolve the situation have failed. World War III has broken out and the people of the planet wait in trepidation, for they are only too aware that their fate is in the hands of a tiny number of people.

You are one of those people. Your armies await their orders. Your spies are ready to infiltrate the strongholds of the enemy and find out key information that may help to turn the war in your favour. Your diplomats will try to win more allies for you, so that you can strengthen your forces worldwide. Careful use of your resources must be employed, if you are to keep a good stockpile of weapons for your armies and food for your people. The correct balance must be struck here or else disaster will strike. Weapons are obviously important in any war, but cut down on food supplies and everyone will starve to death.

PUNTER-POWER™



GAME: THE FINAL CONFLICT
PRICE: £19.95

RATING=60%

You must also build up your stockpile of tactical nuclear weapons. These must not be fired for the sake of it, as a Nuclear Winter may set in if the radiation levels get too high. A well timed strike however could provide the final blow to an already crippled nation, removing one more of your enemies from the map, for good.

As well as the enemy occupied

The Final Conflict is a nice-looking game, with graphics that are prettier than most wargames, but there isn't really that much to do in it. What there is, is repetitive and rapidly became boring. It is a pity this game didn't quite work, as it showed a lot of promise, but in the end, it may only appeal to the novice wargamer as it isn't very complicated.

Whether this is a good or bad thing you must judge for yourself.

GAMEPLAY:

SOUND:

GRAPHICS:

territories, there is also neutral land on the map which can be attacked, but by doing this, the country concerned will immediately join the other side. It will also decrease your standing with the other neutral countries, making them less likely to join your cause.

The game is controlled with the mouse, and the pointer has to be moved around the screen to the vari-

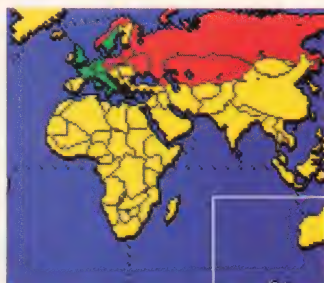
ous icons at the sides of the screens. These icons allow you to move forces between various countries, and also to increase or decrease the production of your food and weapons.

There are various units of forces that can be moved about. These are missiles, infantry, tanks, spies and naval units.

On top of these you are also allocated a number of diplomatic units that will be your negotiating force throughout the remainder of the war. It is their job to persuade the neutral countries to come down on your side. Their decision on whether to do this depends on your current standing with the other neutrals left in the game, and your past behaviour towards them.

If care is not taken then you could find yourself with twice the number of countries that are out after your blood, so a basic tactic is to be nice to the neutrals at all times and keep your troops away from them throughout the war.

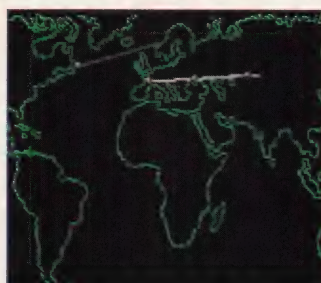
PREPARING FOR A NUCLEAR NIGHTMARE



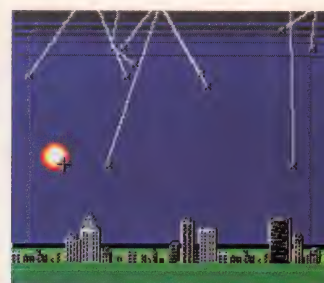
The world awaits in trepidation. Not one person knows its fate, not even you. Be sure that you keep your fingers off the button for as long as possible.



Ms. Goodwick, your willing Personal Assistant is always there to provide you with up to the minute statistics on how the war is going. Chances are it'll be bad news all round.



To your horror you notice that your computers are tracking nuclear missiles. It appears that some of your fellow world leaders have been less cautious about resorting to warheads.



It's now your last chance to prevent a disaster in the city. Your nuclear defence capabilities are armed and ready and now you've just got to shoot down the enemies' missiles.

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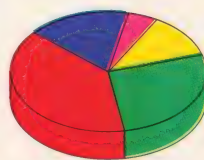
On level one, after battling your way through Death Adder's evil henchmen, you come face to face with two mean looking stone giants.

THE GOLDEN RULE: FIGHT FIRST...



After a stunning display of bravery from Gilius, one of the enemy attackers runs away leaving one left for Ax-Battler to sharpen his sword on!




PUNTER-POWER™



GAME: GOLDEN AXE
PRICE: £24.95

After playing the popular coin-op version through to completion, I awaited the arrival of Golden Axe with great anticipation. The first noticeable difference between the two is the speed, it's a lot slower than it's arcade counterpart. The characters and the sprites move slowly and the animation is not quite up to scratch. My main gripe is the disk accessing, there's just so much of it.

Each level has to access the disk about five times and there is no remission for one meg users either. Don't get me wrong, the graphics are nicely drawn with a lot of attention being paid to detail. The sound effects are utilised well, with the dying gasp of your opponents last breath a nice touch. Unfortunately, the game is relatively easy to complete so you won't find yourself coming back for more, bar the odd game with a friend.

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=75%

Golden V I R

A terrible blow has befallen the peaceful land of Yuria. Death Adder, an evil reptilian creature, and his thugs have invaded the villages, terrorising the citizens and extracting crippling taxes from the people.

Now Yuria is threatened, Death Adder has kidnapped the King and his daughter, the beautiful Princess, and is holding them captive in their own home – the castle. Death Adder has also found the Golden Axe, a mystical emblem of the people of Yuria. With it he plans to murder the royal family and then destroy the axe unless all the people of Yuria bow to his will, swearing their allegiance to his murderous reign of terror.

Death Adder seems undefeatable – the King's armies were all crushed long ago in fierce and bloody battles, but an alliance of three warriors from the farthest corners of the land may just manage the impossible.

Taking the roll of one of the three warriors, you must battle your way through six hectic levels and finally meet Death Adder for the last battle, of which there can only be one winner. The journey is divided up into six stages: the woods, Turtle Village, crossing Turtle Island, Eagle Island, approaching the castle and the cas-

A WORLD PACKED WITH M

Ax-Battler is the strongest of the three warriors and can command Volcano magic. This can reach power level four depending on how many pots he has collected when he casts a destroy spell.



The world of Death Adder



en Axe

G I N



tle itself. The difficulty level of each stage increases the further you progress and the help you get diminishes rapidly.

At the start of the game you have a choice of three war hardened characters:

Ax-Battler, a barbarian from the distant plains of Yuria, motivated by hatred of Death Adder. After invading armies arrived in Yuria, they subjected Ax-Battler's mother to a horrific and lingering death. Returning home from afar, Ax-Battler was treated to the screams of his mother's last breath – and swore that he would not rest until he heard the dying screams of Death Adder.

Gilius-Thunderhead, a dwarf from the mines of Wolud. Gilius lost his twin brother to Death Adder in a battle to save their home from his evil minions. Dwarfs are tightly bonded emotionally and Gilius promised to join his brother in death by killing Death Adder and then committing suicide.

Tyris-Flare, an Amazon warrior queen, the last surviving member of her jungle tribe. Her people were all put to the sword by Death Adder's

evil henchmen and the jungle in which her tribe has lived for generations was razed to the ground. Tyris has vowed to her people that she will avenge their deaths by defeating Death Adder and liberating Yuria.

Any disputes between a character and an enemy are decided by coming to blows. Mr. Ax-Battler uses (yes you guessed it...) a broadsword! Gilius wields a hefty axe and Miss Flare uses a petite shortsword. Magic can also be absorbed from around you and then utilised when needed.

The magic comes in the shape of small ceramic pots, acquired by playfully resting your sword across the throat of the gentile little blue pixies. Magic differs in power depending on who you are. Ax-Battler uses fourth level magic, Gilius uses level three and Tyris, being the weakest of the three physically, uses level six magic.

An energy bar makes up your life and depending on who you picked, decides how long you are going to stay alive. Some of the wandering elves drop various items of food which, when eaten, replace one unit of your energy. You only have one life - so you had better make the most of it.

IGHT AND FULL OF MAGIC

Tyris-Flare is the weakest fighter but the most powerful magic user of the three. She can call upon Fire magic, which can reach up to six levels of power and cause some devastating effects.

Gilius-Thunderhead makes a good all round fighter and magic user. He commands Lightning magic capable of reaching power level three, providing he has collected enough pots that is.



After much sweat and blood, you finally come to the end of your task. While Tyris stands out of harms way, you seal Death Adder's fate with one crushing blow.

... AXE QUESTIONS LATER



After several beatings from the hands of our heroes, Death Adder's minions play their trump card in the form of the fire-breathing bazzarian dragon.

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STA JAN

Atari
1040 STE
£449.95

Gettysburg

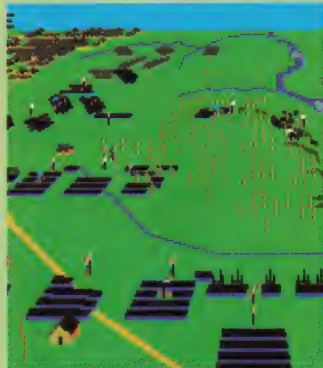
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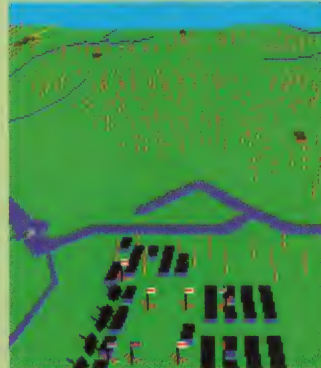
DIARY OF A TEENAGE WAR VETERAN



1st JULY 1863.
"Our planned raid on the Gettysburg shoe factory was called off due to large amounts of Union forces being present. Pity really, we could really have used those shoes. It's pretty hard fighting a winning battle in your bare feet."



1st JULY 1863. 1pm.
"Was involved in fighting in and around Gettysburg early this morning. We didn't make any headway, it looked as though they were waiting for us. I heard it was pretty bad around the ridges northwest of here. Glad I wasn't there."



2nd JULY 1863. 4.30pm.
"We almost had them at one point today. Perhaps we missed a good opportunity to end it here and now. They somehow pulled it around when General Hancock arrived. Seemed to boost their spirits. They fought like tigers after that."



3rd JULY 1863. 1pm.
"Took a hit today in the leg. Shell exploded and I was caught in the way. Thought I was going to die. Never felt so much pain in my life, anyway doesn't look like I'll be fighting any more. Doc says it's pretty bad. Have to see how it goes."

Gettysburg is now recognised as being the most important battle of the American Civil War and it is recreated in the latest Battlescape game from ARC.

As in the other games in the series you play as the Commander-in-Chief and see only what he would have seen, which isn't always very pleasant.

The only part of the land that you can see is the area directly surrounding you which is about works out at about two miles. However, there is an option for beginners which allows you to look upon the battle from anywhere. This can be quite useful to see what the enemy

is getting up to.

The overall package contains a map of the area where your battle is to be fought and a pen with which to keep track of your troops movements. This is invaluable if you are taking the game seriously as you will constantly need to know the location of your various forces.

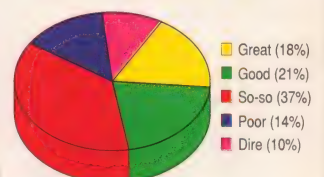
Each game turn you must issue a set of orders to your generals. You then face a long wait before you even know these orders have got through or not. You may find your whole battle plan in ruins because one of your messengers has been killed while trying to deliver it.

The game is accompanied by a

large manual, packed full of all the historical details that you may find helpful. If not it's still interesting reading to see what the actual people involved did at the time.

There is an option to either play the Gettysburg scenario accurately to the finest detail, so that the conditions will be exactly the same as the real battle, or you have the option to customise the battle to your liking. This can include wiping out the original orders that the generals who took part were given. For example, if one was told to take a defensive stance at the beginning, this can be erased so that he can be persuaded to launch an attack.

PUNTER-POWER™

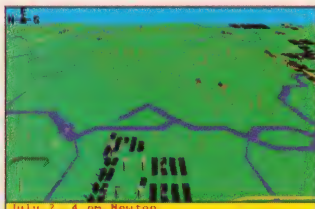


GAME: GETTYSBURG
PRICE: £24.99

There can be no denying that the Battlescape series are a very impressive range of wargames. Borodino was good and I would say Gettysburg is better. There is a wealth of options within the game, including the possibility of a two-player game with one being the Union forces, the other the Confederates. This gives the game great scope for epic battles to be fought against a friend. As ST wargames go, this is probably one of the best.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=81%



(Above) It's 4pm and the Union forces are overlooking the sleepy town of Gettysburg. There's a shoe factory down there somewhere.

(Right) The order comes through to move to Culps Hill. Troops are massing there ready for a last ditch assault on their enemy.





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**As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to:
Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.**

THE JOLLY ROGER FLIES AGAIN

I am writing this letter to set the record straight on software piracy. If it weren't for the supply of pirated games many ST owners would have been put off buying an ST in the first place. Indeed, only the supply of software promised by now fellow ST owners persuaded me finally to actually buy one.

Many of those would not have purchased an ST had the offer of software not been there. It is not too far a jump of logic to say that if no-one pirated software, then the number of ST owners would be a considerable amount less, thereby putting many magazines such as yours out of business.

I, and all my ST owner friends, agree that selling pirated titles for profit is wrong, they should be sold for the price of a disk at the most. In addition to this, if the pirated game is found to be good, then many pirates actually do go out and buy the original. In this sense, this can be seen as an incentive to write high quality software, as piracy actually increases publicity, and therefore sales.

One further point I would like to make is that on the version of the Automation Packer included on your previous Cover Disk, it clearly says that this is only for the use of Automation members. I must therefore conclude that ST Action is now a full member of Automation. If not, I suggest that you use the Pompey Packer in future, as they do better Menu Disks, complete with full manuals.

**Captain Pugwash and The Marauder,
Barnsley,**

It seems the piracy debate will run for ever, but you have brought up a couple of new points.

Firstly, we've said it all before: ST Action in no way condones software piracy of any sort, be it on a large scale or between two schoolfriends. Piracy is illegal and it's harmful to the industry. I cannot agree that software piracy can be seen as an incentive to write high quality software, so that it can be simply ripped off.

To look at the other side of it, couldn't it be possible for game authors to become disillusioned that they will be receiving no reward for their hard work? Certainly not everybody who has a pirated copy of a game will dash out and buy an original copy. One of the reasons for pirating software is that it's cheap or free in the first place.

Finally, the Automation Packer rears its ugly head again. As we said last month, we used it in good faith in order to spread more legal software to the people out there using our cover disk.

SECOND DRIVES – WHO NEEDS 'EM?

I have read all your magazines since February '89 and I think ST Action is by far the best that I have

read. I do however have two questions:

The first is about second disk drives. In virtually every STA I have come across advertisements for such items. Could you tell me the point of having one, and what are its main uses and benefits?

Secondly, in the adverts of certain games (for example, Turbo Challenge), the screenshots show the Amiga version. It would be nice to see ST screenshots. After all, it is an ST magazine!

Anyway, keep up the good work.

R. Barnes, Sunderland.

Second disk drives can help to reduce disk access on multiple disk games. That is, by inserting disk two into your second drive you won't constantly be pestered by change disks. However, this doesn't apply to all such games, so be warned.

Secondly, the screenshots that appear in the adverts are down to the software house concerned. They provide us with the advert they wish to have printed and very often they have to use the only screenshots that they have available. The same no doubt applies to ST shots in Amiga magazines.

ST – AN ENDANGERED SPECIES?

I read in an article that within a year the ST was on its way out and that the software houses were going to stop producing games. Is the article true? Also are Atari 520 STs selling in the shops?

Finally I'd like to say that your new look issues are absolutely fabulous. Keep up the good work.

L Thomas, Dyfed.

Thanks for the compliments L, (why don't people put their full names??), I'm not sure where you got your information but I wouldn't put too much faith in it if I were you. We've heard no such rumours, and our finger is as usual on the pulse of all things ST.

BETTER THAN ALL THE REST

I'm pretty new to this computing lark, I've only had my STE since May. The first ST mag that I bought was ST Format (they had run out of ST Action at the time). Issue 10 was to be the first and last time I will ever buy that magazine. It was a waste of £3.

On the other hand, I was told by one of my mates that your magazine was worth buying. So I reserved it from the newsagents and eagerly awaited the arrival of ST Action.

Wow! I was speechless! Right from the start I could tell I was going to love this magazine. The news section gave me an informative view of the games to be released in the near future. The cover disks, well what can I say? How do you come up with so many excellent demos like Flood, Off Road Racer and many more? The informative way in

which you describe each demo gives me a great insight into how the game is made.

I thought your reviews were good in the first place, but with the new image, there's even more text and more screenshots. My only complaint is that you should go into more detail on the verdict.

GTGA is excellent, especially the playing guides (part one of Operation Stealth in particular) and the many cheats you print are mega.

The worst thing about your new look is the amount of space given to Write On! and Dungeons And Disk Drives. The size should be increased sharply. Enough of the magazine, now questions:

1. Are Super Monaco GP and DJ Boy to be converted to the ST?
2. Do all the Sierra games work on the STE?
3. What is a modem?
4. What would you rate Deluxe Paint ST?
5. Can it print out in colour?
6. What do you need a hard drive for?

Good Mag! Keep it up!

S. Mundy.

Well, thanks very much for all of your kind comments. It's always encouraging to receive mail like this and naturally we're all happy that you feel you're getting your money's worth.

Now to answer all your questions:

1. *It's possible they are being worked on, but we don't know.*
2. *We believe that they do all work, yes.*
3. *A very simple answer is that a modem allows you to connect up to a phone line and dial up other computers.*
4. *Deluxe Paint is probably one of the best art packages available for the ST. We like it!*
5. *Obviously for this one you'd need a colour printer, and they don't come cheap.*
6. *Finally, hard disks are used to store vast quantities of information at once. For example up to 40 MBs may be stored without the use of conventional 3.5 inch floppy disks.*

SHORT AND SWEET

Firstly let me congratulate all involved for producing a top class mag, by far the best for the ST as games reviews go.

I just want to know about upgrading my humble 520 into a 1 meg monster. In your opinion should I pay the local shop extra to fit it for me or should I have a bash myself? Is it a simple job to undertake?

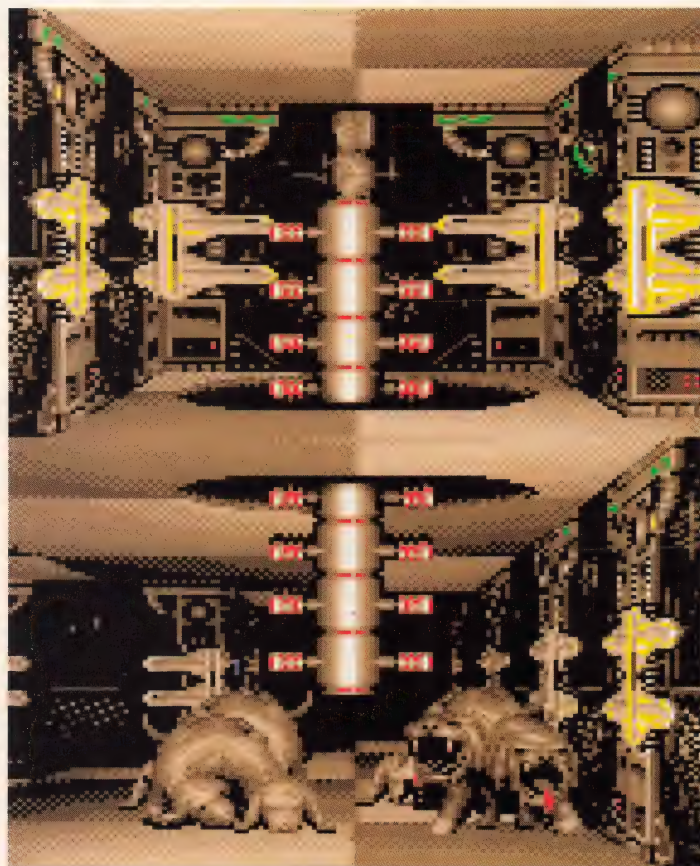
Nick Layton, Liverpool.

A long as you know how to use a soldering iron the job is reasonably simple. If you're a rookie, get an expert to do it for you.

Write On!



On your travels you will more than likely acquire serious damage to some of your droids, that will need to be fixed to aid your progress in the game. The shop provides this and many other services for a small price: guns, swords, daggers and other weapons can all be supplied, providing you have enough gold of course.



Later on in the game, some of the levels become split into sections that are divided by ladders, which come in extremely useful for destroying your enemies. Attract them to the bottom of the ladder and then climb to the top. When they appear, drop back down the ladder and they should be killed instantly.

Captivator

M I N

"The trial didn't go well – in fact it couldn't have gone any worse. They say I am guilty on all counts. All counts? No way! And to think I paid all that money for that son-of-an-alien defence lawyer. I can't sleep tonight – I find out in the morning what my sentence is. I hope that they give me community service. I like community service, not much killing involved.

I can hardly stand up, my legs are shaking so much. I just got sentenced to 250 years suspended animation. I may as well have been thrown into space without a suit. Some men in white coats came in to explain all the stuff about freezing my body and how I would not feel a thing and like, have I got any last words. They could all go and suck stars for all I care. It's no good, I just can't...remember."

Held captive for 200 years on an orbiting space prison for a hideous crime you didn't commit, you ache with desperation for your chance of escape. This chance comes in the form of four renegade droids, all willing to risk their circuits to aid you in your attempt. After rummaging around your cell, you uncover a portable briefcase computer and begin to send out electronic SOS messages to various solar systems.

The game starts with you control-

ling the four droids, having just abducted a spaceship. On each level you must find the Planet Probe, destroy the generators and find your way back to your landing craft before the base erupts in flames.

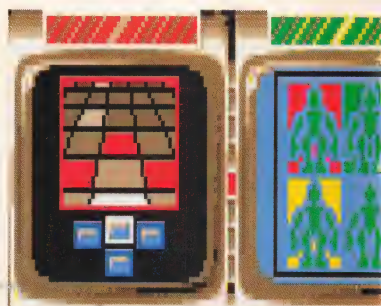
The control system is very simple to use. Left and right mouse buttons do most of the work, depending on whether you are attacking or just identifying an object. All of your droids' statistics, collected objects, weapons and armour can be displayed via the one screen, so lightening reactions are made easy.

On their travels around the various bases, your party will come under attack pretty much from the off. The alien monsters will attack from all angles, using all manner of weapons. All of the monsters differ in strength, power and intelligence, but can easily be defeated with a swift display of whacking talent! After you have disposed of an enemy, they will leave behind various useful pieces of equipment ranging from microchips (giving useful hints), explosives (needed to destroy the generators), extra weapons (enhances alien-bashing abilities) and most useful of all, gold.

Some of the corridors will lead

(Right) When defeated, some monsters will leave behind special microchips which, when plugged into your droids' brain, will activate extra capabilities.

The enhancements available range from: extra vision (allows clearer and more detailed sight), auto-repair (locates and corrects any damage done to the droids) and last of all, weapon skill (increases the damage done by your weapon and the probability of being on target).



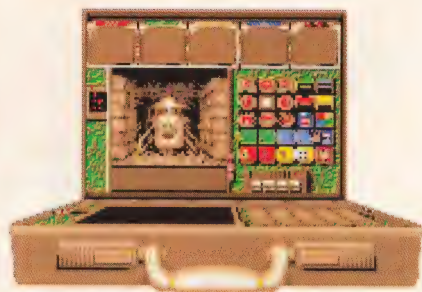
CAPTIVATING CREATURES

On your journey through the various planets that make up the world of Captivator, you will be attacked by a myriad of different creatures. Be careful though, some of the monsters are not quite what they seem. The ED 209 look-a-like appears rather mean, but is a pussycat compared to the furballs with teeth occupying level two.

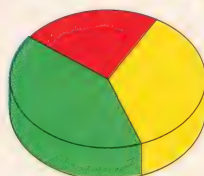


e

D S C A P E



PUNTER-POWER™



GAME: CAPTIVE
PRICE: £24.95

RATING=94%

The first impression you get of *Captive*, is the likeness to FTL's superb *Dungeon Master*. The controls are easy to use, allowing for fast and accurate combat. The sound is nice and atmospheric and the various spot effects add to the overall feel of the game. Graphically, it is nicely laid out and the enemy characters are colourful and well drawn. The game is extremely large and will require a 'helluva' lot of mapping for you to actually progress to the later levels.

GAMEPLAY:

SOUND:

GRAPHICS:

you to the local Tesco's hypermarket where you can spend some of your gladiatorial prize money on needed items. Weapons, cameras, ammunition and spare parts for your droids can all be purchased at the shop. The weapons available come in varying degrees of brutality: knuckledusters do superficial damage, War blades can muster severed limbs, and for mass mutilation choose the .44 Magnum.

After every fight you manage to get out of alive, you are given experience points which allow you to progress to higher levels. The higher level you are, the faster and more accurate your droids attacks will be.

The levels of experience are divided up, so you must be 9th level in brawling to be able to train with a sword and 9th level in sword fighting to be able to train with a gun and so on.

There is also a large puzzle element to the game. Various doors can only be opened after you have deciphered the four digit code and some of the walls can be pushed in certain directions to reveal passages that would otherwise be concealed.

Captive boasts an amazing 65500 levels, so if you're looking for real value for money you've come to the right place. If you enjoyed playing *Dungeon Master*, you're gonna love playing *Captive*.



At any time during the game you can call up the status screen. The screen displays your hit points, inventory, damage and your current experience points.

CONTROL YOUR DESTINY

The eight direction arrows control your movement around the world of *Captive*.

Clicking on these buttons will show you a brief description of your droids.

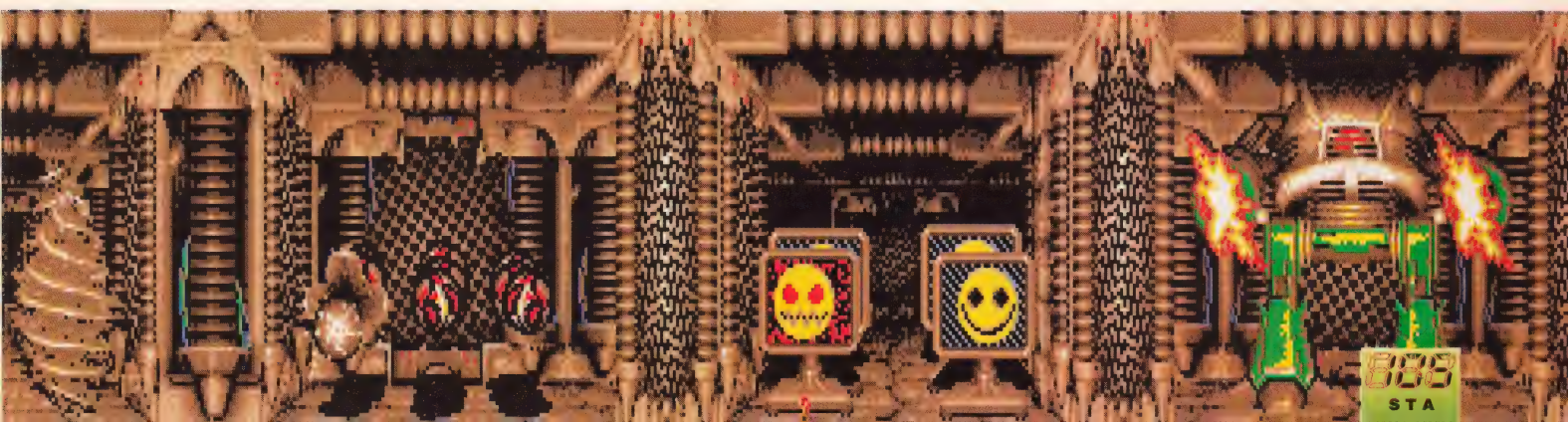
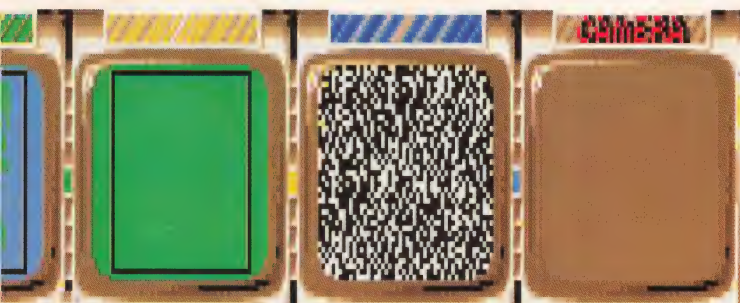


This option allows you to save your progress throughout the game.

Puts your party to sleep, regaining any lost hit-points.

Puts the game on hold indefinitely.

These icons allow you to attack any enemies, buy, sell or trade anything in your possession and arrange your combat manoeuvres.



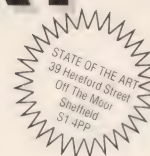
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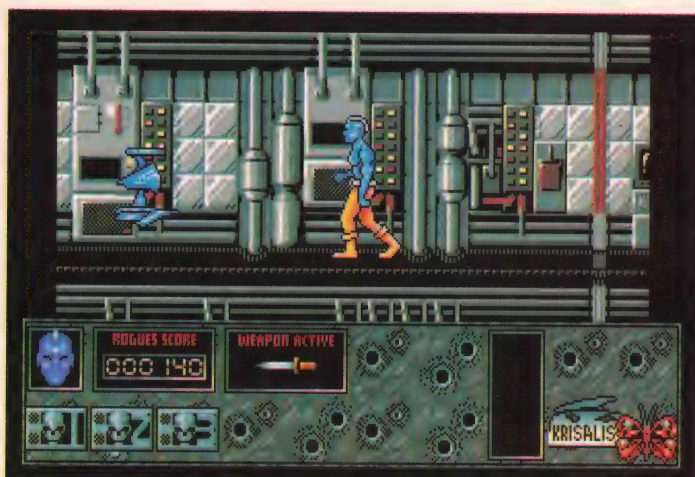
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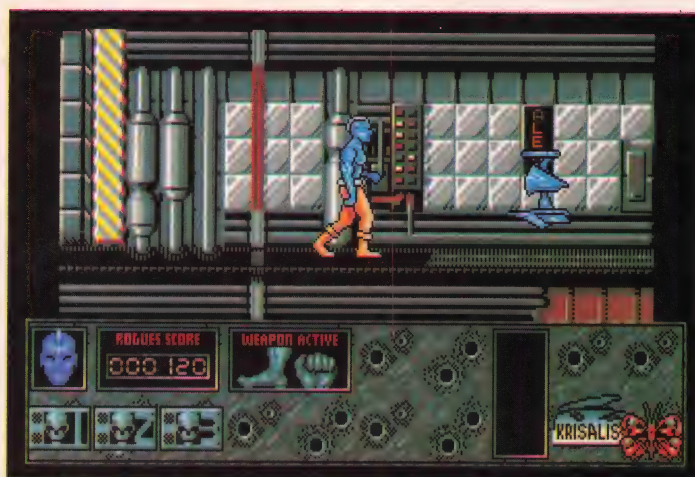
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Having located a knife, Rogue Trooper tries to find his way off the level. To do this he must break the chem-seals.



Rogue Trooper arrives at an electrified section of the floor. He now has to find the switch in order to turn it off.

Rogue Trooper

K R I S A L I S



As the war on Nu-Earth rages on, the Southerns have been busy creating a genetic fighting force, imaginatively named The Genetic Infantry. Unfortunately on their first mission, all but one of them are wiped out by the Nort forces, who were tipped off by a Souther general.

The surviving G.I. has managed to rescue three of his buddies' bio chips and inserted them into himself to turn into the Rogue Trooper. Our hero has only one thing on his mind – revenge. He must fight both Nort and Southerns as he battles to find and kill the traitor general.

You control the Rogue Trooper as he battles through the four levels of the game. Walking along each level you must kill each of the various enemies that you come across. To do this you can either use your hands and feet or if you can locate a decent weapon, that can be used instead.

As well as the constant stream of baddies you must also be on the lookout for various traps such as

electric floors. These can be deactivated by finding the correct power switch and operating it. On returning to the electrified section you should find that it is now completely safe to walk over. The electric floors are just one of the hazards in the game. Others include a number of floor mines and Dreamweaver gas that will cause old you to experience some serious hallucinations.

In the first level you have just escaped from a Nort cell and you must make your way past all the sentry robots, Nort troops and Sun Legionnaires. To actually complete the level you have to break the Chem-seals with the high explosive that can be found carelessly left lying around.

Level two takes place after you have escaped your Nort prison in

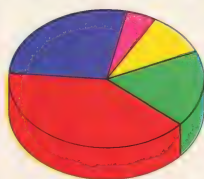
one of their craft that you came across. You must now fly the ship back behind Souther lines destroying as many of the Nort troops as possible before finally blowing up the prison commandants battleship.

On the third level you must fly back to the Souther base which is being heavily attacked by the Nort and their Dreamweaver gas. Only when he arrives can you expose the identity of the traitor general for all to see.

The fourth and final level sees you battling your way through to the high command of the Southerns in order to present this evidence to them. The generals are ready to escape because of Nort pressure and it is up to you to save them all before it is too late.

Included in the manual is a comic book containing over 10 Rogue Trooper stories to help set the scene for you before you start. This isn't exactly essential reading but helps you to understand the character that you are playing.

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GAME: ROGUE TROOPER
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RATING=69%

Rogue Trooper has been a cult superhero in the 2000AD comic book for quite a while now and he's finally made it onto the ST courtesy of Krisalis. Four levels doesn't seem a lot and once you've completed it, chances are it won't get loaded up much again. The controls did seem a little sluggish but once you've got the hang of them it won't be too much of a problem. The game isn't bad but there are better games out there.

GAMEPLAY:
SOUND:
GRAPHICS:



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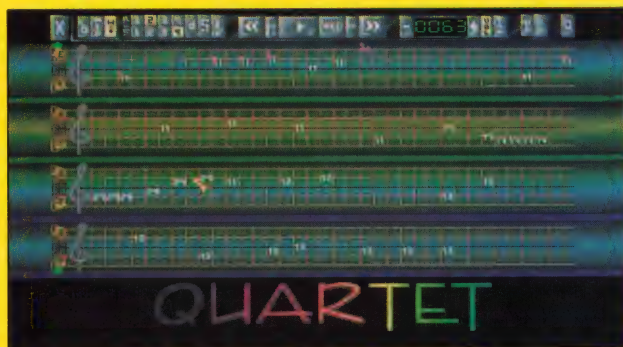
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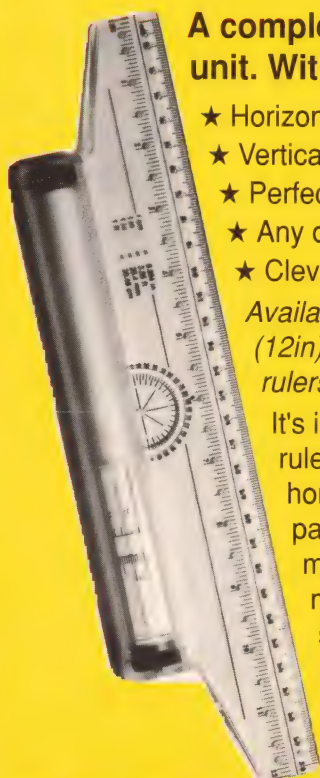
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ST Action is brought to you by:

Interactive Publishing Ltd,
Europa House, Adlington Park,
Macclesfield, Cheshire, SK10 4NP.
Tel (0625) 878888 Fax (0625) 879966

Publisher: Hugh Gollner
Editor: Nick Clarkson
Art Editor: Jonathan Ross
Production Editor: Alan McLachlan
Staff Writers: Alan Bunker, Jason
Dutton, Paul McNally, Andy Mitchell.

Electronic Art consultant: Ian K Tindale
Photography: Stephen Hepworth

Advertising Manager:
Jane Conway
Tel (0625) 859555 Fax (0625) 879967

Advertising Sales Executive:
Nikki Taylor Tel (0625) 859555

Subscriptions enquiries:
Database Direct Tel (051) 357 2813

Repographics: Matchpoint
Printed by: Carlisle Web Offset

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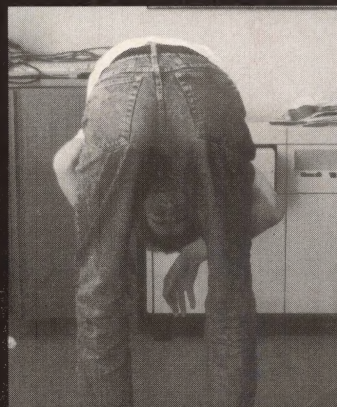
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*Have you ever wondered how our
editor came to be known as Crispy?
Here we have evidence of the Boy
Blunder tucking into his staple diet of
Coke and crisps. It has been suggest-
ed that he cuts down on his usual
intake, eight packets and four cans a
day, despite the warnings, the curly-
haired editor still continues to gorge
himself.*



*Response to the Back Passage has
been tremendous. This month we've
been inundated with various wacky
pictures. None so strange as this
young man. In an effort to point out
which part of ST Action he enjoys
most this chap has indulged in a game
of charades. Can you possible guess
what he's going on about?*



Do you remember Jason Spiller? Well, we've caught him pulling silly
faces. Unfortunately, Jason has now left ST Action and joined up with
Cambridge-based software house, Millennium. We at ST Action would like
to wish him all the best. You, however, have the chance to win a copy of
Millennium's STA1-rated game, James Pond. All you have to do is send up
a zany caption to go with the picture. Send your entries to: Wot no caption
Competition? ST Action, Europa House, Adlington Park, Macclesfield,
Cheshire. SK10 4NP.



I think the caption should be

Name.....

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NEXT MONTH...

As usual, next month's exciting
issue of ST Action will be full to
the brim with the latest, most
informative reviews of ST soft-
ware.

SUPREMACY - VIRGIN

How do you fancy running a gov-
ernment? Supremacy is a strate-
gy simulation that will see you
attempting to battle for economic
and military domination. You
must carefully plan your tactics
as you vie for Supremacy.
Checkout next month's hot
review



TIME WARP - EMPIRE

Time Warp is the follow-up to the
graphically superb, Dragon's
Lair. As the daring knight, Sir
Dirk, you must save the beautiful
Princess Daphne from a fate
worse than death. Featuring state-
of-the-art graphics and sound to
match, Time Warp pushes your
ST its limits.



ALCATRAZ - INFOGRAMES

Alcatraz is the eagerly awaited
follow-up to Infogrames' highly-
acclaimed, Hostages. Featuring
a simultaneous two-player mode,
the action takes place on the
island of Alcatraz. You must
search the prison buildings for a
powerful drugs baron, avoiding
his henchmen in the process.
Watch out for Alcatraz, it's a real
winner!



OFF ROAD RACER - VIRGIN

The fast and frantic four-wheeled
action associated with the terrific
coin-op is being converted onto
the ST by the award winning
Graftgold team. Featuring multi-
player racing options, it looks as
though there's another success
in the making for the team.

Next month's awesomely stunning
edition of ST Action will be at your
newsagent's early January 1991!



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